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NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 10

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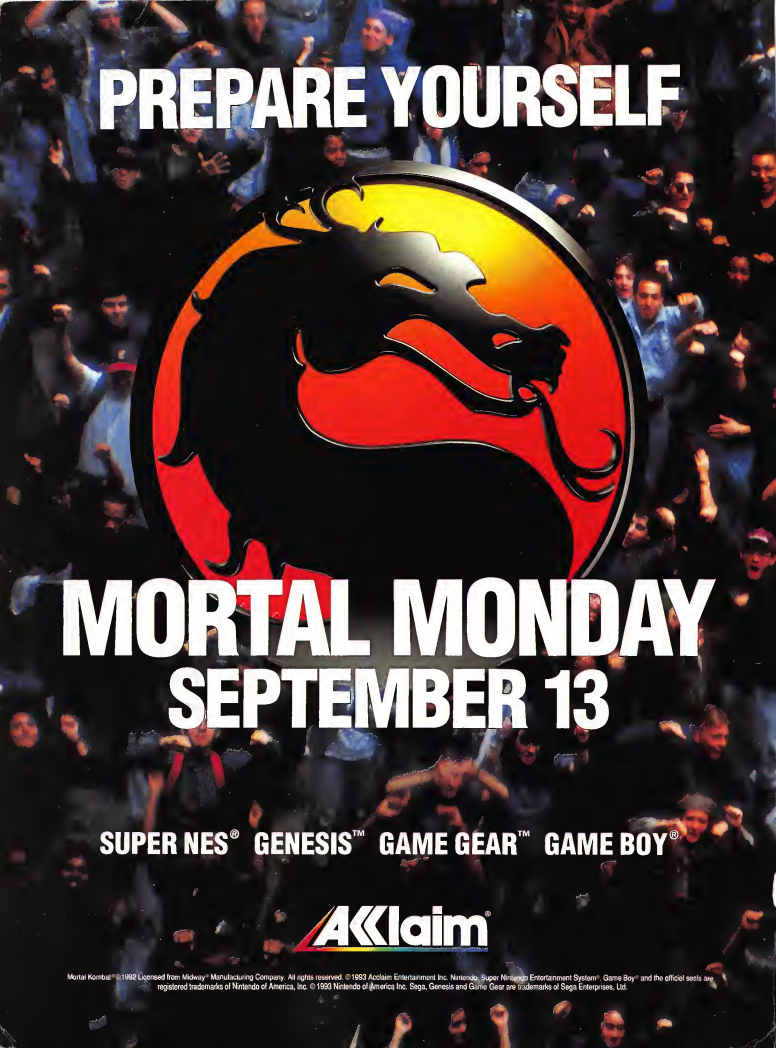
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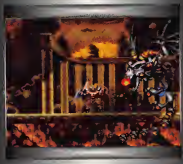
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All Art By:
Terry Wolfinger
(Someone get me Scooby Snack!)



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Welcome to Issue #10 of Game Fan. As we wrapped up this issue, the talk around the production room was of the upcoming 3DO, the Atari Jaguar and Sega's new 32 bit Saturn project.

It seems strange, the 8 bit market flourished for five years before 16 bit came in and slowly took the reigns but now, after just three years of Genesis and two years of SNES, here we are again. The question is; is 32 bit going to be an alternative while the 16 bit market continues to flourish, or will Nintendo join the fray (along with Hudson) with their own 32 bit machine, thus ending the 16 bit era? On one hand, it doesn't seem right. The SNES is still very young and just now finding its legs. There has only been one Zelda, one Marlo, no Kid Icarus, no Metroid and no Mega Man, normally sequel friendly, banner games for Nintendo. At the same time, Sega has just released its CD, which will be less than two years old when their 32 bit is introduced and is far from reaching its potential. Also, programmers are still finding ways to make the Genesis perform better. On the other hand, if the technology is available for improvement, why not use it. The thing is (at least in our industry) that when one company does something new, everyone then follows in fear of being left behind ... maybe the 8 bit era was misleading and the reason it reigned for so long was because no one else wanted in.

Now that the NES has paved the way to an 8 billion dollar per year industry, it seems everyone is jumping in, including: AT&T, MCA, Universal, Matsushita (Panasonic), Time Warner and many, many more. In other electronics markets, products are updated and improved almost yearly, look at a two year old VCR ... yuk. Could we be headed in the same direction? Video game consumers have a lot of choices to make over the next year. Do you buy and stick with one system, constantly sell off the old and bring in the new, or just buy 'em all? Then there's the mater of software. Currently, it takes at least 6 months and up to two years to make a good game. So, who is going to make all these games for all of these formats? Check this list: SNES, Genesis, 3DO, Jaguar, Sega CD, Hudson 32, Sega 32, Sony Play Station (???), Neo Geo, Game Gear and Game Boy, that's 11 formats! With 70-80 titles per year, per system, that's 8-900 games! Will companies grow in numbers to meet the new demand, or will companies simply rush out product that is low quality in search of the quick buck (as many still do now)? These are all questions we have to ask ourselves over the next year. One thing is for sure, our industry is growing at an incredible pace...we've been found. All of a sudden, everyone is realizing what all of us gamers have been so excited about for the last few years and now they want to cash in.

Well, my message to them is; if you can find a way to bring me fifty quality games a year on a system that you will continue to support, even in the wake of other new consoles, then I'll buy it. But, if you introduce superior hardware and then allow countless bad games to be rushed out, then I'm gonna git ya. Hey man, I've got a magazine and one dedicated bunch of gamers, we can do it. So, be warned. If the industry crashes again, we're out of a job and we'll be bored to tears. Bottom line, the game industry is quickly going from ages 8-15 to 8-50 and beyond (I know I'll be hammerin' away 'til I drop) and its up to us to make sure this is all handled properly. I can tell you one thing, if you use Game Fan as a buyer's guide, you can't go wrong. Our official 3DO section starts next month ... here we go.





Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

TOP TEN

1. Street Fighter II (SNES)
2. StarFox (SNES)
3. Streets of Rage 2 (GEN)
4. Sonic 2 (GEN)
5. Batman Returns (SEGA CD)
6. Flashback (GEN)
7. Mario Kart (SNES)
8. Cool Spot (GEN)
9. Fatal Fury (GEN)
10. Batman Returns (SNES)

MOST WANTED

1. SF2' Turbo (SNES)
2. Silpheed (SEGA CD)
3. Sonic CD (SEGA CD)
4. Mortal Kombat (SEGA CD)
5. Street Fighter 2' (GEN)
6. Mortal Kombat (SNES)
7. Mortal Kombat (GEN)
8. Fatal Fury 2 (SNES)
9. Battletoads (SNES)
10. Empire Strikes Back (SNES)

First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!!! (Cool ha?)
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: George Angeus of Brooklyn, NY • Second Prize: Van Sae of Rochester, MN
Third Prize: John Butler of Burke, VA

All you have to do to enter the drawing is to send us a 3 x 5 card with a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send it to:
GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.


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Super Monaco GP 2 (Mega Drive)

Use Super Hang On Bike:

Go to "World Championship" mode and at the "Name Enter" screen input "HANG-ON!". Go to the race and retire and save your season. Reset the machine and select "Practice Mode" then "Image Training" then hold "Down" and "A" until you get to the "Transmission Select" screen. When you begin the race you will be driving the Super Hang On motorcycle! (Sorry, no Turbo.)

Mortal Kombat (Game Gear)
To let the Blood flow:

At the screen that talks about "Codes of Honor", enter "2", "1", "2", "Down", and "Up". You will hear Scorpion's "Get over here!" and the screen will turn red.



Mortal Kombat (Genesis)
To let the Blood flow:

At the story screen, enter "A", "B", "A", "C", "A", "B", "B", then start, and you will hear Scorpion's "Get over here!" and the screen will turn red.





SF2' Turbo (Super NES)
For Level 10 Turbo:

When you first see the SF2 logo, with player 2's controller, enter Down, R, Up, L, Y, B and you'll hear a tone.



SF2' Turbo (Super NES)
Toggle Special Moves:

At the handicap screen, with player 2's controller, enter Down, R, Up, L, Y, B and you'll hear a tone.



Ex-Ranza (Mega Drive)
Happy Land:

Go to the Option screen and press A, B, C, three times quickly (One A, B, C, per second). You should hear a tone. This allows you to select "Easy". Try it!

Cool Spot (Genesis)
Level Jump:

To jump to the end of any level, pause the game and then press A, B, C, B, A, C, A, B, C, B, A, and C. Now unpause and you'll jump to the end of the level.

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7E073705 Infinite lives for Luigi
7E05F009 Unlimited Time
7E0747XX XX=changes Mario's Image



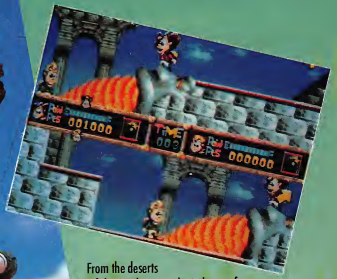
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Atari
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SKID'S PICK	SGT. GAMER	K. LEE'S PICK	THE ENQUIRER'S PICK
There's no way I can choose just one! Silpheed, Gunstar and Landstalker are all the best in their class so far this year, 3 way tie!	Silpheed, hands down. This game is truly the first complete "next level" experience on CD.	Gunstar Heroes just edged out Samurai Shodown and Silpheed for game of the month. Way to go Kona ... er, I mean Treasure.	Samurai Shodown is my pick this month. This title proves, once and for all, that SNK belongs in the world of the arcade elite.

RATED BY: SKID SGT. GAMER K. LEE THE ENQUIRER

GUNSTAR HEROES - TREASURE - 8 MEG - 1 PLAYER - SEE REVIEW PG. 28-29



99% Gunstar eats new standards in the small character action game category for cartridge. I have never, and probably will never again, be this impressed with a cartridge based game. Treasure is a treasure indeed and deserves a big round of applause for this phenomenal effort.

99% Treasure hes quite possibly achieved perfection in action gaming. Gunstar Heroes pulls out all of the stops to deliver graphics, special FX and game play that pushes your 16 bit wonder to the limit. I'm not quite sure if Sega knows what they've got, but gamers do ... this is as good as gaming gets.

98% There's now a new standerd for 2 player action games. The programmers at Treasure shrunk themselves down, entered my brain, saw what kind of Game I wanted to see on the Genesie and did it. This game has just about every kind of play technique imeginable and to say the action is fest paced is an understatement... The action gome benchmark.

98% Gunstar Heroes ie absolute design perfection! You can not judge this game by the back of the box or even by our review. All Genesis owners should buy this game, whether you're into action, RPG, sports, whatever...GH ie an instant classic that should not be missed. it looks to be the best game in Sega's fall lineup.

SHINOBI 3 - SEGA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 40-41



92% The third in the series is by far the best, accurately respecting just how far the Genesie has come in just three years. Everything is better; graphice, music, control and design. Since this may be the last Shinobi on 16 bit, I bid thee farewell. Thanks for the memories and two great games that will stay with me forever.

94% Joe ie back and the action is non-stop! It is not really fair to call this game a sequel, it doesn't do the title justice. As great as Revenge of Shinobi wes, Return of The Ninja Master ie even better. With mind blowing graphice, effects and music, the third game is a charm.

88% I must commend Sega on the good job they did with Shinobi 3. The Revenge of Shinobi was the last great game for the Genesis and the new one is even better. The music is outetanding, the backgrounds are highly detailed and, of course, the control is the best in the business. I could've gotten a higher ecore, but Ronger-X and Gunetar raised the ante.

94% One of my all time favorite games hoe been blessed with an incredible eequel. Shinobi 3 is yet another high quality product in Sega's fall lineup. Everything in this game ecreems MORE! More color, more action, more graphic FX, more game play elements and, of course, more music. A must for all Genesis owners.

MORTAL KOMBAT - ACCLAIM - 16 MEG - 1-2 PLAYER - SEE REVIEW PG. 42-43



90% This is, for a 16 meg cartridge, a great arcade translation, the Sega vereion delivers as promised with a nifty code for oil the blood. The graphics, mueic and control (with the six button) are perfect. As an MK fan I couldn't have eeked for more.

84% Mortal Kombot gets high marks for being an excellent translation of the arcade game. The digilized graphics, sound and game play are all high quality. The game doce not have the lasting play value of SF2 and that is ultimately the game that MK will be compared to. Even so, it's a fun, quick ride through an excellent arcade translation.

87% Excellent! Acclaim has a winner on their hands with Mortal Kombet. Fens of the arcade should be hoppy with the Genesie version; all of the fatalities are here and there is some blood. This is one of the better arcade to home translations so far and the special moves are fairly easy to pull off, perhaps easier than the arcade...buy it.

85% 'Give me the code, I need the code'. Yes, the Genesis version of Mortal Kombat does have the blood and full-on death moves (code accessible). With the exception of the lost voice sampes, the Genesis version is e better game than SNES MK. If you were a fen of the arcade, you won't be disappointed.

BUBSY - ACCOLADE - 16 MEG - 1 PLAYER - SEE REVIEW PG. 44-45



80% Not exactly the cutting edge, Bubsy is your basic Sonic/Merio action/platform with added personality and difficulty. But hey, there's nothing wrong with that. Large levels and diverse gra help Bubsy come across as a eolid and worthwhile challenge for the Sonic set.

84% Bubsy is a good game, dishing out all of the action/platform gaming that you can handle. The Geneeie vereion hee better control and pleyability then its SNES cousin and Bubsy's eense of humor is still in tect. Definitely one of the better action titles coming this year.

82% In the SNES version of Bubsy, the game was overshadowed by all of the hype and, since this one ie virtuelly identicel, the some must be said here. Funny thing is, this ie really e good game and the improved play control lessene the dejo vu feeling. Bubsy is an excellent action/platform game that hes found a home on the Geneeie.

88% Bubsy on the Genesie is an excellent game and is a great improvement over the SNES vereion. Although they are virtuelly identical graphically and the sound ie pretty close, it is the game play mechenice and control that sepentee it from the Nintendo vereion. A great effort by Accolade.

SILPHEED - GAME ARTS - CD - 1 PLAYER - SEE REVIEW PG. 46-49



100% I just can't imegine liking a game more then this. Since I got mine, I have played it over and over, every day. I'm eure I will never tire of the eplendid eccelade great music, perfect pleyability and amazing intermissions. Will anydeveloper ever take the time and money to top it? I think not. Dedication to quality like this is a precious commodity.

98% Absolutely brilliant! Silpheed heede the liet for shooter of the decade. The technology present in this game not only represents the "Next Level" but the very best in game design. The entire package ie near perfection and e guaranteed must buy! if you don't own e Sega CD, it's time to go shopping!

95% Now, this is a great game! A masterpiece in the truest senes of the word. Silpheed excaede anything I ever imagined on the SegaNeoga CD. This hee got to be the limits of 16 bit graphics because I have seen 32 bit games and this is better than some of those. This is the best game for Sega's CD player so far...awesome!

99% it's finally here and none of the hype has let me down. Playing this hee put me in a state of euphoria and has kept me there for the past two weeks. Scailing, rotation, incredible polygon ehips and texture mopped pienets, pkce great music and intense voice, and game play that has you on the edge of your seat (literally) adde up to the ultimate in CD gaming.

GAUNTLET 4 - TENGEN - 8 MEG - 1-4 PLAYER - SEE REVIEW PG. 52-53



79% Gauntlet is e perfect translation, it hes e certain addictive quality that comee through even now due to the incredible sound track, crisp graphics, and 4 player option. I compliment Tengen for a perfect translation. Gauntlet fans should be ecstatic.

76% Gauntlet is one of may favorite games of all time, both in the arcade end on the Lynx. Gauntlet 4 is everything a Gauntlet lover could hope for. With e ton of voice and levels to mesh you for a long pley. The only negative for me is that the theme has worn e little old with time, but it is still a strong title.

66% If you were a fan of the arcade game, then you may not want to read my review. I didn't enjoy this Gauntlet in the arcade so I'm probably biased against it. For what it's worth, this is e 4 player game so gauntlet purists can get their kicks. To me, it's about as fun as a trip to marrow transplant. Hey Enquirer, ere ya up for a game of Turbo Hyper?

84% I have played to death every Gauntlet game, both arcade and home, and I em glad to see the title make its way on to 16 bit. Although the game play in Gauntlet hee grayed a little over the years, Tengen hee rekindled my interest by giving the game a 4 player option...great job guye!

RANGER-X - GAO ENTERTAINMENT - 8 MEG - 1 PLAYER - SEE REVIEW PG. 54-55



90% R-X is a unique, well designed game filled with great play mechanics and special FX. It also has an excellent soundtrack. The only drawback is that the first 3 levels are much better than the last 2, but it's still a breakthrough in line scrolls and huge sprites for Sega. The Ex-Up vehicle is also to be commended as the most unique option of all time.

88% Ranger-X is an intense shooter with graphic FX unlike any you've seen in a cartridge shooter before. The game is worth 50 bucks just to see the line scrolling. That's not even taking into account the animation and excellent play mechanics. Ranger-X is one of Sega's best this fall.

90% Now this is the way to make an action shooting game! I was totally blown away by Ranger-X. The special FX in this game are unlike anything you could possibly be prepared for on the Genesis. The music kicks, play control is impeccable and the attention to detail is amazing, all of this in only 8 meg...awesome!

92% RX is one incredible cartridge shooter. Like Gunstar and Thunderforce III, it's one of the only graphics FX you can imagine to take this side scroller to the top of any shooter fan's wish list (after Slipheed of course). Which one would be the import (the explosions just aren't the same), the U.S. version still ranks as one of the best games of the year.

JURASSIC PARK - SEGA - 16 MEG - 1 PLAYER - SEE REVIEW PG. 60-61



50% While Jurassic Park delivers on good, digitized graphics, it falls short on control and collision detection. It plays like a game that was rushed to market. This is where it pens when you rush out a game to meet a movie's schedule. The Raptor game was mildly amusing but, overall, JP is destined for the tar pits.

48% Great Movie! Gr...uh, not too good of a game. Jurassic Park has some great digitized graphics and animation but the game play is seriously lacking. The mercenary people at Sega seem to think that this is their big game for the fall. Too bad, Dunster and Slipheed aren't. Overall, JP is destined for the tar pits.

52% Now here's a game that mimics the movie in that the actual experience did not live up to the hype. Although not a bad game by any means, Sega missed a golden opportunity with JP. The difficulty setting is about perfect and playing as Raptor is a blast for awhile, but this game lacks diversity and the ability to keep you interested...nice try, though.

68% If Steven Spielberg had seen the game first, it probably wouldn't have become a movie. The game has some flashes of brilliance in the digitized graphics and well animated characters but the quality of the game play never really comes close to the look of the game.

BARI ARM - HUMAN - CD - 1 PLAYER - SEE REVIEW PG. 66-67



69% If you really like side scroll shooters and CD music, you just might like Bari Arm. It has nice scrolls, big, bad bosses and plenty of ability to tailor the game to your warping floor in one level. I played it once and that was enough. This genre of games is dead, wake me up when it's over.

73% Bari Arm is a good shooter in the vein of the Thunderforce series (specifically Thunderforce IV, Lightning Force in the USA). There is really no reason that this game couldn't have been done on cartridge, other than some of the music. It has some good options and is a solid effort.

81% Boy, did I have a blast with Bari Arm. Here is a game that real shooter maniacs can really get into. I liked the way it was sort of a Thunderforce IV/R-Type combo. Of course, here you have cool CD music. There are plenty of power-ups, huge, detailed bosses and awesome line scrolls...solid game.

85% Bari Arm is one addictive import! Slipheed aside, this is one of the most entertaining shooters I have played in some time. You can't go wrong when you Combine Thunderforce IV with R-Type. If you're a Sega/Mega CD owner and like a good blaster...look no further than Bari Arm.

LANDSTALKER - SEGA - 16 MEG - 1 PLAYER - SEE REVIEW PG. 148-149



100% I've said it once and I'll say it again, it's the perfect action/RPG. There are no flaws. You want your money's worth? Buy LS. perfect design, perfect control, Incredible music and looong and very challenging...so the story's awesome. Why 100? Because no US release action/RPG on 16 bit will ever touch it. Whoa, what if they make a sequel?

92% A great quest in the vein of the Legend of Zelda series, Landstalker finally makes it to American shores. The 3/4 graphics, excellent music and great character interaction pull you into this one and keep you hooked. A great game that deserves a spot on any Genesis owner's shelf.

94% I've said it before and I'll say it again, we need more games like this on the Genesis. The 3D perspective is perfect and it is a very long quest. I've been waiting for the American version of Landstalker for a year and I'm excited.

94% I have played this game to death. Expect it to take you about 60 + hours to get through this jewel the first time you play it. I am now on my fifth journey through the world of Landstalker and I still love it. Sega's answer to Zelda is welcome and well done.

SUPER MARIO ALL STARS - NINTENDO - 16 - 1-2 PLAYER - SEE REVIEW PG. 74-77



69% What a thrill, all of my bad memories of 8 bit in living color...boing, boing, happy, happy. I'm sorry, but the SNES just can't cut it. Blood the test of time. The music and sound FX are great, but there is no super Mario. It's all just too cuddly. I believe its time to retire Mario for a more nineties character.

74% Mario 8 bit is here on 16 bit, hallelujah! It may just be me, but I can't get too excited about reliving the original 8 bit with some scrolls, better sound and music. This collection of golden oldies is a must for "true" Mario fans, but I'm not one of them. This is Nintendo's big title for Christmas season. Santa's gonna be traveling light.

84% I loved these games on 8 bit and they are even better on 16 bit (and I didn't even have to ask them). Nothing was lost in the transition over to SNES. The control was perfect then and it's perfect now. The icing on the cake is the great graphics and SNES-ized music...way to go Nintendo!

91% Mario's the man! These games are the reason I am at Game Fan today. I believe that the Mario collection of games for 8 bit paved the way for today's advanced gaming systems. It's all here with 16 bit graphics and sound...get ready for a trip down memory lane.

YOSHI'S SAFARI - NINTENDO - 4 MEG - 1-2 PLAYER - SEE REVIEW PG. 78-79



40% The SNES has been out for 2 years...and Metroid, Super Mario Out, no Kid Icarus...but here's Yoshi's Road Apple, a no brainer bezooka game. All you do is shoot, shoot and shoot. You'll complete the game couldn't have taken more than a month to program. I'm gonna turn my Superscope into a paper towel holder.

62% Yoshi's Road Safari should've been called "Yoshi's Jerky Mode 7 Road Kill-Beyond Boring." This Super Scope game should have any looking for the box, trying to get credit for the plastic bazooka that it's in. Yoshi becomes a one dimensional with no intensity at all. I'm afraid there's no good news coming out of Redmond this year.

42% Usually, the games made by Nintendo are classics. In came Yoshi's Road Kill and my bubble burst. Since the last time I had the Mario N's games, the graphics are all happy and colorful and the music is very bouncy but after 1 beat the game I waited 4 months for in about 40 minutes, I felt like dipping my SNES in acid...argh!

52% If Mario had any clue of what his friends at Nintendo of Japan had in mind for Yoshi, he'd have put the lizard to sleep and had himself a new pair of boots with a belt to match. Riding dino-back and plugging mushrooms with a bazooka is not what I purchased my 16 bit system for. If you've read this, you're too old for the game.

MORTAL KOMBAT - ACCLAIM - 16 MEG - 1-2 PLAYER - SEE REVIEW PG. 96-97



73% When MK came out, gamers were blown away by its special effect carnage. We laughed, we had fun...now its gone. Nintendo took it away because they think we're gonna go psycho. Have you played Yoshi's Safari? They're the psychos. It's a shame, its a watered down wuss. Acclaim did fight for us though ...thanks.

75% The SNES version of this game is a close clone to the arcade in terms of the digitized animation and voice (without death moves and gore) but the game is not as challenging as the Genesis version and, with unlimited continues, becomes a quick walk in one player mode. MK fans will not be disappointed, but play the game on "hard".

80% After playing Mortal Kombat on the Genesis, I was thrilled to be appointed with the SNES version. It's phenomenal as far as graphics, sound and music go. It's just that the game play (although good) can't match the Sega version. The final straw would have to be the new "edited" fatal moves. Great game guys, but you have missed the point.

70% Maybe this game should have just been named Moral Kombat because of all the controversy surrounding the fatality moves. The SNES version is a good translation with great digitized graphics and almost all the arcade voice, but the movement is kind of choppy and the primary reason you played the game in the arcade is gone.

SUPER BACK TO THE FUTURE - TOSHIBA EFI - 8 MEG - 1 PLAYER - SEE REVIEW PG. 100



30% If you're into repetitive game play, one footed scroll, poor control and massive slow down, have I got a game for you! A great movie gets a downright worthless game. The title track is the only good thing here, period. They'll try to lure you in with the big name, don't let em. It's a door stop.

12% A disaster of mythic proportions. Super Back to The Future 2 defies all logic, in addition to all standards of good game design. The only reason I'm giving it a two instead of a zero is because of the movie theme. Here's hoping that no American company is desperate enough for product to bring this title to market.

24% This is clearly not the way to program. Super Back to the Future music is actually good and the graphics are OK, but what's the deal with slow down with no enemies on the screen...jeez. Around the offices of Game Fan, BTTF was about as popular as a bad breath convention...zzzzzz

15% What a waste! I can only hope the this game has been sitting around in a warehouse somewhere for the last couple of years and that it wasn't produced by anybody that plans on working In video game design ever again. Some decent music is the only thing that keeps this game from getting a zero.

SAMURAI SHODOWN - SNK - 118 MEG - 1-2 PLAYER - SEE REVIEW PG. 66-69



99% There's no way I can praise this game enough in this little space. SNK, thank you for Genan, Shiranui and Tam Tam. Thank you for the panoramic views. Thank you for the most unique chars and moves in any fighting game and you have one of the biggest arcade games of '93 available for take out.

96% SS is SNK's best fighting game, hands down. They have always had the graphics and sound, now they have the game play unique playing environments and addictive qualities to match. Add to the mix one of the most unique chars and moves in any fighting game and you have one of the biggest arcade games of '93 available for take out.

96% This is my favorite fighting game for the Geo and is second only to SF2 on my all-time list. The scaling effect is fantastic and the graphics are downright stupendous. Add perfect music, easy to do, hard to master special moves, shake lightly and you have Samurai Showdown. Life is good!

96% SNK's outdone themselves with this 118 meg masterpiece. This game has it all; scaling, 12 incredible new characters and some of the most intense, gory graphics I've seen on any Geo cartridge. I believe SNK has finally produced the perfect fighting game and can hopefully go on to bigger, badder, better games like Magician Lord 2.

(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and [illegible] acrobatics that s[illegible] audience. Sum[illegible] Aero the Ac[illegible] high-flying, death[illegible] who combines supe[illegible] artistry with excitem[illegible] and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, Aero's act is based [illegible] agility and plain [illegible] He frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even [illegible] operators from the fa[illegible] gathered und[illegible] what migh[illegible] fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Jeanette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero t[illegible] Acro•Bat realized that this [illegible] was more death-defying th[illegible] One of the platforms w[illegible] rigged with explosives ... which threatened not only [illegible] super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shrouded in darkness as the [illegible] mysteriously malfunction[illegible] Aero leaped to safety[illegible] airy and still man[illegible] and with a flourish!

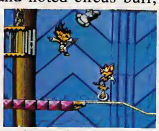
But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This report[illegible] that Ektor [illegible] sabotage the [illegible] and anyone [illegible] to get in his way. And he's not about to stop until Aero —and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. [illegible]en't even mentioned [illegible]ound tightrope balleri[illegible] [illegible]oves to squish bats. [illegible]out a handful!

If you've read this far, you qualify as a real fan of Aero the Acro•Bat. And if you're one of the first 100 people to send a 3x5 postcard with your name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro•Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe





members. Allegedly, his inno-
cent pranks and practical jokes
took a decidedly twisted turn,
and he enjoyed inflicting pain
and suffering on circus per-
formers and audience members
alike. "Ektor was a really, really
sick little boy," said Alison
Quirion, the renowned perform-
ing poodle trainer who worked
with Ekt[illegible]uring the early cir-
cus days. "He started out with
[illegible]al stuff like squirting
[illegible]rs, explod[illegible]igars, glue
[illegible]ur underwe[illegible] sort of
[illegible]g. Next th[illegible]know,
there's grease [illegible]
and dynamite in t[illegible]

Ektor hadn't [illegible]
years. Until t[illegible]
appea[illegible]n th[illegible]
ring w[illegible]
demise in mi[illegible]
Tad "S[illegible]
Shi[illegible]
[illegible]
with[illegible]
brainwashe[illegible]
members [illegible]
promised [illegible]ver
and their own dr[illegible]
they bagged the l[illegible]

But Aero the Acro-[illegible]
a licking and kept [illegible]
ing. Using stren[illegible]
and [illegible]
tu[illegible]
an[illegible]
fier[illegible]
bod[illegible]
grot[illegible]
dwarv[illegible]
to the [illegible]
dished [illegible]ittle bat. "It
was really warped, man," said
David Siller, who himself sur-

vived an attack by Waldo, the
wicked, whipping lion tamer
when Aero swooped from the air
and deftly punched the muscular
Waldo into a pulp. "It started
out as the coolest circus act," he
said, "but then the [illegible]
bodies flying everywhe[illegible]
the fleas from the flea c[illegible]
were into demolition."

Aero continued to perform
for the now-terrified audi-
ence even while the sicko [illegible]s
saboteurs tried to slice [illegible]nto
[illegible]. The S[illegible]

[illegible]ck on their feet!
[illegible]here the amazing acro-
[illegible]und himself negotiat[illegible]
[illegible]less series of trampo[illegible]
[illegible]nding far into the a[illegible]
[illegible]ing force . . . all t[illegible]
avoiding becoming a[illegible]
[illegible] shishkebab on hidden spikes[illegible]

Ektor had placed on the floor
and roof. He spun, drilled and
flipped his way past an onrush-
ing convoy of Ektor's hench-
man. And he finished them off
[illegible]rish! The audience
[illegible]heir money's worth
[illegible]rcus. Because the
[illegible]nued right on to the
[illegible]. Aero kept right on
[illegible]ow, disarming hundreds
of booby traps on the fairground
rides and saving thousands of
[illegible]n the process. In the
[illegible]ntime, many circus goers
[illegible]d themselves locked in ani-
[illegible] cages, their fate yet to be
[illegible]ermined by Ektor. "We had
[illegible]st gone dow[illegible] get some cot-
[illegible]n candy when this horri-
[illegible]e, ugly slimeball grabbed
[illegible]s from behind!" re-
[illegible]alled Tad "Smiley"
[illegible]Shim[illegible]. He threw
[illegible]ge
[illegible]in,"
[illegible] thought we
[illegible]rs, for sure," said
[illegible]nd we didn't even get
[illegible]on candy," he added.
[illegible]eporter, the climax of
[illegible]r the big top"
[illegible]
[illegible]
[illegible]

PLAYERS A
AND WIRE
APPROAC
EXTREME
CAUTION..

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES®.

RE ARMED
LESS!
I WITH



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WHAT THE HECK'S GOIN' ON! I'M THE SIZE OF A NEWT!
SOMETHING MUST'VE HAPPENED WHEN SGT. GAMER PULLED US OUT OF THAT BLOWMEISTER GAME!*
*LAST ISH. ISH—
WELL, LET'S SEE IF WE CAN REVERSE THE PROCESS.
ON SECOND THOUGHT, I DON'T THINK THAT'S AN OPTION. LOOKS LIKE THE 3D-IMAGER HAD A MELT DOWN!!
SIZZLE
THEN LETS JUST CONCENTRATE ON FINDING A WAY OUT OF HERE.
SO
ULP!
OH! THIS IS GONNA BE FUN!


WELL THE WORST IS BEHIND US. LETS GET THIS OVER WITH.
UHM, CHIEF...
SGT. GAMER
HAHA!!
GRONK?
I..AW KEE-RIPES! WHAT IS THAT?!
LOOKS LIKE SOME KIND OF MUTATED GUARD. NO DOUBT CAUSED BY ALL THE BIO-HAZARDOUS WASTE PRODUCED BY THIS PLACE.
CAN'T. LEFT MY GUN UPSTAIRS. NO AMMO ANY WAY. I PUMPED ABOUT 300 ROUNDS INTO BLOWMEISTER!
DON'T JUST STAND THERE GABBIN'! SHOOT IT, GAMER!!
ROAR!
HERE! TAKE POST MEISTER!
REALLY?!
YEAH! IT WAS GREAT! SHOULD'A SEEN HIS HEAD BL..
WONK!
OH NO! HE WAY LAYED MONITAUR!
SGT GAMER
MAN, HES OUT COLD. HIS SCREENS GONE TEST-PATTERN!
THAT MEANS A DISTRESS SIGNAL IS BEING SENT OUT TO THE REST OF TEAM GAME FAN.


GRRRRRR
THAT TEARS IT!!
DISGRUNTLE POWER!
SWAP
MWAHAHAHA
AWRIGHT.
SEMPER FI, RAT PUKE!
CHUNK
SGT. GRUNT
OUTSTANDING. LET'S GET MOVING.
HOW 'BOUT YOU? YOU GONNA BE O.K?
I'M AT ABOUT 40%. I'LL BE FINE
SOME TIME LATER...
HEY! I SEE SOME LIGHT UP AHEAD AND I CAN FEEL A BREEZE!


PUNT...
BLOWMEISTER!!
AW JEEZ!
DID YOU REALLY THINK YOU COULD HARM ME!? YOU CANNOT BEGIN TO COMPREHEND MY AWSOME POWER!
PREPARE TO BE DEVOURED MORTAL FOOLS!
GULP.
WHAT, NO CLEVER RETORT?.... EH.?
RUMBLERUMBLE
BURST!
IT'S... E. STORM! (GASP)
TASTE MY ENCHANTED BLADE!
YA DID IT! YA SNUFFED HIM!
JUST A SIMPLE DISILLUSION SPELL.
YA MEAN THAT PSYCHO COULD COME BACK?!!
IT'S POSSIBLE.
THEN I SUGGEST WE GET MOVING GOOD JOB STORM.
FOLLOW ME.
NICE ENTRANCE BY THE WAY.
YEAH, REALLY DRAMATIC
OH THANKS
HEY, STORM I GOT THIS LITTLE PROBLEM I WAS WONDERING IF YOU COULD HELP ME WITH.
HELLO? E. STORM!
UM STORM?
DIDJA HEAR ME.? STORM.
THE END.
Wolfgang '93



AN INTERVIEW WITH













At the recently concluded Summer CES, Game Fan's Editor-In-Chief, David Halverson and Sports Editor, David Winding, sat down with Mr. Olaf Olafsson, President of Sony Imagesoft, Inc. to get his thoughts and feelings on the state of the video game industry and the role that Sony Imagesoft is playing in the emergence of the new technologies that are shaping the way we play today and tomorrow. As a recognized leader in CD-ROM technology, Sony is marching toward their ultimate goal of providing the player with a gaming environment that is unparalleled in its realism and the quality of its interactive story.

GF: Can you bring us up to date on Sony Imagesoft's plans for '93 and '94?

OO: As you know, we recently acquired Psygnosis, the English development house responsible for such titles as Bram Stoker's Dracula and Shadow of The Beast. We are very intent on pursuing development on the Sega CD over the course of the next year and our product release schedule reflects that. We currently have 8 Sega CD titles in development for '93, including Dracula CD, Chuckmanger, Last Action Hero, ESPN Baseball, ESPN Football and the legendary and Wheel of Fortune titles.

GF: The ESPN license would seem to position you in the thick of the sports marketing battle with Sega and Electronic Arts. Do you see sports titles as a major focus of your development efforts?

OO: Absolutely, in addition to the console and CD versions of baseball and football, we plan to be very aggressive in 1994. Our current plans are to introduce 4 new sports titles across all platforms. Our relationships with our licensees are central to our future success. We plan to involve them early on in the design process and take advantage of their expertise to produce the best product that the platform is capable of.

GF: Technologically, you and Psygnosis broke new ground with Dracula CD. Do you plan on taking advantage of the SGI graphics system in any future titles?

OO: Last Action Hero CD will make use of the SGI system. We are very pleased with the look we are able to achieve in using the Silicon workstation and we will, most certainly, take advantage of this technology as it is warranted. In addition, our development team has found a way to include music in those games that take advantage of the SGI system.

GF: What direction do you see the industry taking over the next year to two years?

OO: I definitely believe that the market is graying. Look at all of the interest from the financial community in 3DO. Although I don't believe that it is the technological water shed that it seems to be perceived as, the sheer strength of the media push and consumer interest has convinced me that the industry is ready to accept an older consumer. Essentially, with the introduction of Sega CD, it already has. The technological sophistication of the home machines will continue to evolve and then level off with the introduction of the 32 bit machines. '95 will probably be the year of 32 bit systems.

GF: Speaking of graying market, what do you think of software manufacturing their rating system for all products produced by Sega and its third party licensees?

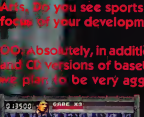
OO: Games are becoming more realistic. It really is a natural progression that some sort of ratings system would be implemented. It happened in the movie industry and now the recording industry. It really is inevitable, with the increased visual realism, that it become common place in the gaming industry. Although, it is not really a rating system that is going to determine the amount of graphic violence, language, etc. in a video game. That will ultimately be determined by demographics more than any institutional mandate.

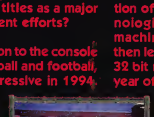
GF: We can't let you go without asking you about the Play Station. Your position seems to be that 3DO is evolutionary, not revolutionary. Do you see room for Sony in the 32 bit hardware world?

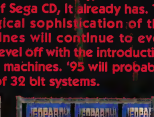
OO: All I can really tell you at this time is that there is very strong development being pursued by Sony with an eye toward marketing advanced entertainment hardware.

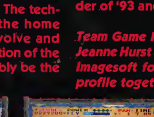
GF: Thank you for your insight and candid answers, we at Game Fan wish you and Sony Imagesoft the best for the remainder of '93 and beyond.

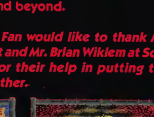
Team Game Fan would like to thank Ms. Jeanne Hurst and Mr. Brian Wiklem at Sony Imagesoft for their help in putting this profile together.















"This Is A Killer Pad"





"TOTALLY"

"Help Me Scare The Evil, Greedy Sardinis Out Of Their Four Big Mansions By Turning Everyday Household Objects Into Something Scary, Funny, Or Just Plain Super-Gross. Or Use My Five Special Spells To Really Send Them Shrieking. But Hurry, Because My Ectoplasm's Almost Running Out."





Turn A Dartboard Into A Bleeding Eyeball And Make Vito Jump!



Possess Mimi To Freak Out Her Repulsive Relatives!



Haunting Starring Polterguy™

16 MEG

ELECTRONIC ARTS

Pictured screenshots from Sega Genesis version. Haunting Starring Polterguy™ is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises Ltd.

SEGA SECTOR



GENESIS REVIEW

SEGA · 2 PLAYER · 8 MEG · SEPT

GUNSTAR HEROES









OK, I'll admit it. I get excited about a lot of games. I love video games. I go into every review optimistically, looking for positives rather than negatives, but this one really shocked me.

I know a great game when I see one, especially in the action/platform category and I can assure you, this is a one of a kind, intense action game. If you don't buy it, you should sell your Genesis and take up ping-pong or something because Gunstar Heroes is what every Genesis owner dreams of: fast, intense, non-stop action. It grabs you by the short and curlies and sucks you in. So, sit back, crank the volume and get ready for action. There's a snarling little character on the screen and he's ready to do battle, with a little help from you, of course. So, grab a controller and let's go!

You'll start off in level one, running across a hostile forest. Grab the green weapon, plant your finger and stomp the hordes of invading enemies. You can grab 'em and slam 'em, hang from a grassy plate and shoot 'em, fly and power through 'em or just plain old roast 'em. Make it to the huge pyramid and start your climb, beat the incredibly animated middle boss and start your slide...down. Fast, sliding and fighting, the boss awaits just ahead. That's level one, it never stops.

In level 2, you'll dive into an underground chasm in a specially modified cart which can (by double jumping) ride on either the floor or ceiling of the chasm.













Black's Crazy Dice maze

Black's crazy dice maze could lead you to these and other dangerous places... It's just a roll of the dice.





The speed is super fast here as hordes of enemies attack from high and low...keep jumping, keep shooting. The first thing you'll encounter here is a train full of enemies. You'll fight both horizontally and vertically, until you meet Red himself (who looks exactly like Vega from SF2). He'll start throwing out bodies trying to stop you. Kill him and it's time to fight a boss who will blow you away. He can change form up to seven times, including Soldier Force (a huge robot), Tails Force (a mechanical serpent), Tiger Force, Eagle Force, Blaster Force (an animated pistol that reloads itself), Urchin Force and Crab Force. That's ONE boss. On hard, you'll fight all seven morphs, on easy you'll fight three. Play on easy the first time through.





There are seven levels in all in Gunstar, with many sub levels within, and each one is more impressive than the last. Level four's flying battleship is amazing with rotation never before seen on a cartridge format. Level five has our hero hurling dice to decide his fate in a deadly board game and level six and seven...well, let's just say you won't believe your eyes.



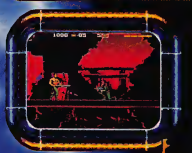


Gunstar Heroes is a one or two player simultaneous game however, I suggest you go at it on your own to get the full experience the game offers and to avoid the troublesome slow down two player mode brings. It is going to take a miracle to knock Gunstar out of cartridge game of the year for me, it's just so new and unique. I'm sure I'll go back to it often, for years and I'm quite sure you will to. This game breathes new life into the Genesis and begs for a sequel. I hope we get one. E. Storm





THE TERMINATOR









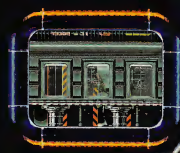


Now that Arnold's on his anti-violence gig (can you say downward spiral) let us take a moment to think about happier times when he pulverized everything in his path to get to Linda Hamilton (come to think of it, I'd pulverize a bit myself for Linda) as a killer cybernetic organism from the future In the now classic Terminator.

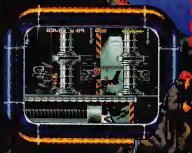
The CD game of the same name is nearing completion and looking better than ever as the developers have gone back and redesigned much of the game, most noticeably the first and second levels. Similar to, but better than, the first, the CD game features all the side scroll metal mashing that your heart desires except now, with an intense soundtrack by Virgin's Tommy Tallarico, longer, more diverse levels, way more animation and truly Terminator backdrops, including dismal red skies, skull laden turf, Skynet's metallic corridors, dark city streets and dimly lit clubs, to name a few.



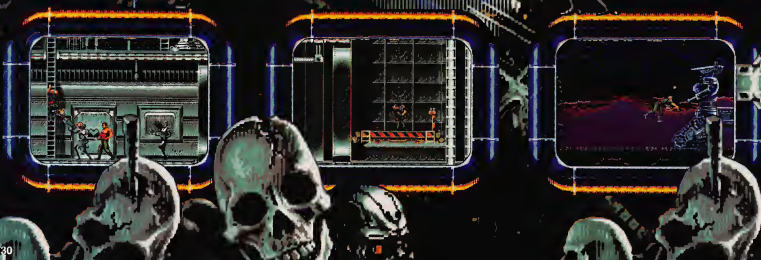




You play Kyle Reese who, after dropping into a parking lot naked, has the presence of mind to acquire a cool trench coat, a sawed-off shotgun and a choice pair of Nikes, all without anyone seeing his jingle bells. I like that in a hero. Kyle animates like real life and can pick up medical supplies and ammo along the way to keep him wealthy as he attempts to blast his way, first to the time machine, then through to the eventual finale in the steel factory. The characters you're eliminating in TCD are half the fun! The acto-









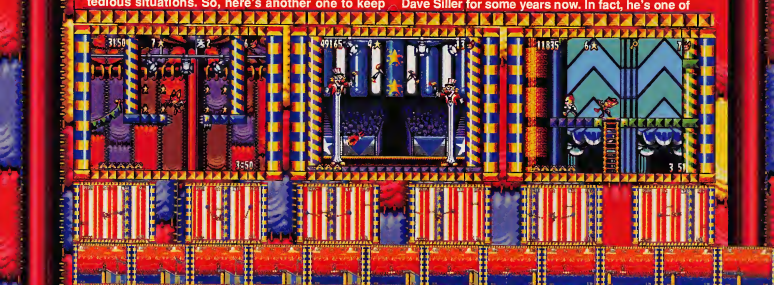
skeletons will find you high or low and begin firing and the thugs on the street (some who look like Tommy Lee clones) will either hurl bombs or go at you high or low with a handgun (yes Arnie, it's all so violent). Hey it's a game, so chill! Anyways, it's all very Terminator and looks really good. So, plop on the headphones, crank the tunes, load up your CD and get ready for the carnage. Terminator CD is coming soon.

-E. Storm



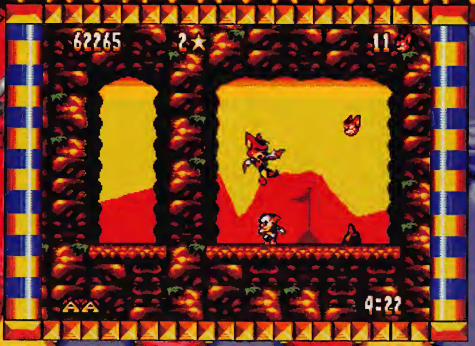


After a long day of doing whatever you do, the only thing left that can lift your spirits from the depths of the daily grind is knowing there's either a great video game waiting for you or that one is just around the corner. That's why us gamers always have that quirky grin on our faces, even when faced with life's most tedious situations. So, here's another one to keep that grin on your face...Aero the Acrobat (with the emphasis on BAT) from David Siller and Iguana (no, not the lizard, the developers) comes a well thought out, well programmed game designed to be fun, challenging and basically worth every penny you'll spend on it. Let me first address "well thought out". I've known Dave Siller for some years now. In fact, he's one of

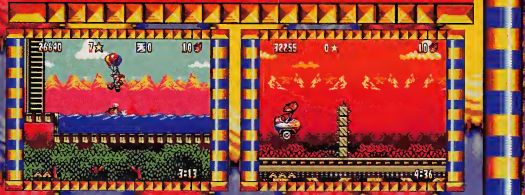








the reasons I'm sitting here writing this. He and I alike are dedicated game players who know that hum drum side scrolls, no matter how good the graphics are, just won't cut it in the long run. A game must have a unique story, great play mechanics, be challenging, have lots of diversity, pinpoint control, great graphics and music and, finally, "addict ability" to truly be worth it. I knew when he finally designed a game, it would be awesome, and it is. But, not without a lot of help. Taking your vision and putting it up on the screen isn't easy, which brings me to "well programmed". Most of you probably aren't familiar with this great new development team, even though many of them have had their hands in the games you've been playing for many years. Aero and the upcoming NBA Jam will undoubtedly make Iguana a familiar name, which you will associate with quality in the future. Aero is programmed to perfection. It's complete, it feels tight...you know, finished. It's not buggy, it doesn't slow down, it doesn't flicker, it plays exactly how its supposed to play. If you die, it's your

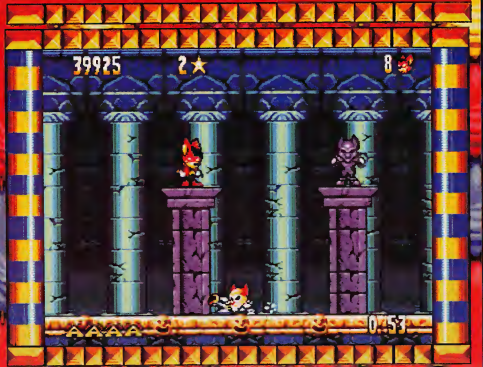


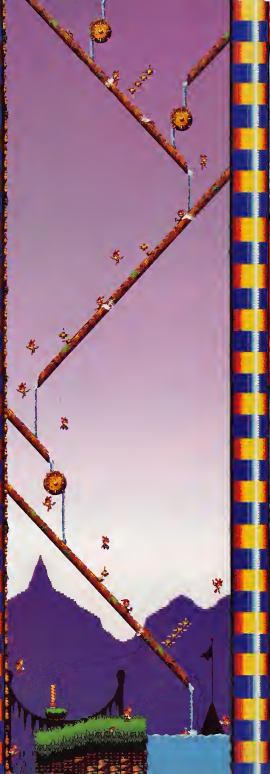






fault, not slow reaction time or bad collision detection. It's all very, very fun and very precise (in other words, you won't be throwing your controller), but it ain't easy. You must learn constantly throughout the game. Get to know Aero, the way he flies, dives and the things he rides. Take it in stride, you're gonna play over and over, many times (I swear I didn't mean to rhyme just then). During the game, you'll scale a huge trapeze, encounter the tight rope, dive into pools from extreme heights, blast yourself out of cannons, float on balloons, ride a roller coaster, go bungee jumping, bounce on vertical and horizontal trampolines, negotiate swinging platforms and basically drill anything that gets in your way, and those are just some of the features found within Aero's world, there are many more. Next month, we're going to review Aero, so I've gotta save some thoughts for that (like the last boss...geez!). But, for now, I can tell you that a great new character has hit the scene that offers a new degree of playability, so start looking forward to another great game from Sunsoft...I'll be bat.





Disney's Aladdin

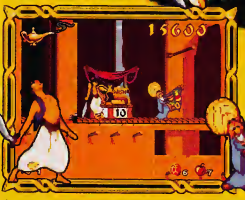












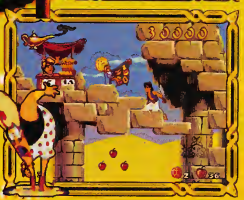












As the nurses brought the last few tanks of oxygen and the pizza guy pulled up for the last time, the delighted yet exhausted team of programmers and designers responsible for Aladdin heaved a big sigh.

Virgin Games has done the seemingly impossible...completed a game (well not just a game, the game) in just 12 weeks!

Yes, lucky Genesis devotees, Disney/Sega/Virgin's Aladdin is on its way to a store near you this October and what a game it is! The magic of the movie comes through big time as you guide Aladdin through 10+ levels including; Agrabah Market, Sultan's Dungeon, The Cave of Wonders, a high speed rug ride and Jafar's Quarters, just to name a few. Each character is finely drawn and animated by the incredible artists at Disney and Virgin and the game itself is the product of David Perry and Company, the now famous team responsible for Spot and Global Gladiators. The music in Aladdin is courtesy of Virgin's own Tony Tallarico, who has outdone himself once again with his version of original soundtrack that fits the game like a glove. Just think, Sega brought all of these people together (special thanks to Pam, of course) for the purpose of bringing you some of the best home entertainment ever and to preserve one of the nineties finest animation achievements on something other than videotape. How do you like your Genesis so far?

-E. Storm

©1993 Disney





The Sardini family is in for one hair raisin', eye buggin' good time cuz I've got a hunger for some ecto-plasm and I've got a mind to scare the doo doo out of this dysfunctional family unit. If I can drive 'em out this creepy joint, then maybe I'll be done with the slime for good. Huh? Who am I?...Who am I? Well, Polterguy, of course. I'm just a lean, green keep you freakin' out machine hangin' out to have a little fun with the locals.

If I can keep haunting Vito, Flo and the kids, Tony and Mimi, as they move from house to house (believe me, refinancing is out of the question), I can simultaneously

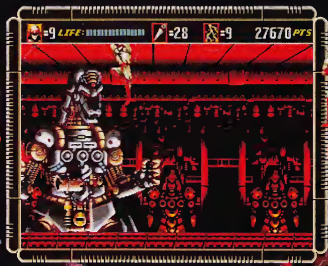


bring down property values and do a little urban renewal at the same time. By scarfing ectoplasm, I can continue to set little surprises(traps) guaranteed to make knees shake and hair stand on end and drive these creeps from house to house until they finally hit the nut house.

My only problem is that I need ecto...bad, and if I don't get it, its dungeon time, where I have to hunt it down without getting nailed by all the different baddies down there. Hey it's tough work, I know but what else am I gonna do...I'm dead, duh!

-Magilla

SHINOBI 3
Return of the Ninja Master



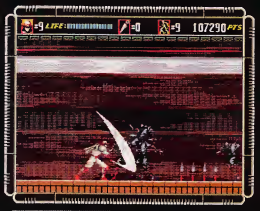
SEGA
ACTION
1 PLAYER
8 MEG
AVAIL. SEPT.



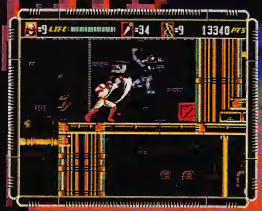
There are basically three categories of games; those you wouldn't touch with a 10 foot pole, ones to briefly admire (although standing in line to rent a beat-up game in a clear box makes me nauseous) and those you must own and keep forever...just the sight of the box gives you a warm feeling. The Revenge of Shinobi was such a game, Shadow Dancer ranked as the second choice and now Shinobi, Return of the Ninja Master beats 'em both put together, this is a fine sequel.

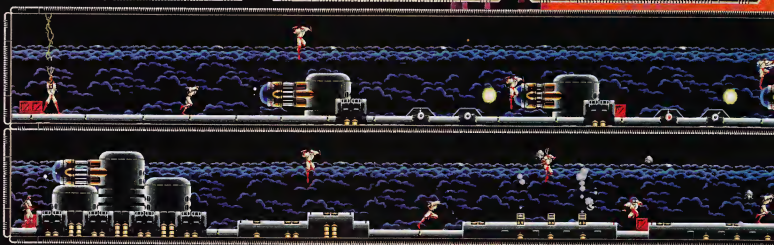
Every inch of the game is occupied by either enemies or diversions, it scrolls vertically and horizontally and there's never a dull moment. Control wise, this time out, Joe's got four new moves; a running slash, an upward assault, a stabbing kick and a grappling move, allowing you to sneak across ceilings. Joe's also much more animated and drawn to perfection. Throughout each large, cavernous level, you'll find layers and layers of scrolls, bright colors and lots of angry ninjas and military types to plant shurikens into or slice to ribbons...and then there are the new levels. Joe gets like way rad bro' as he goes for glass off on his jet stick. Ya, Joe surfs! He also rides a horse. Both of these levels are totally unique and ultra fun to play, not to mention graphically phenomenal. And then, there's the bosses. If you thought part one had some bad asses, wait 'til you get a dose of these level ending



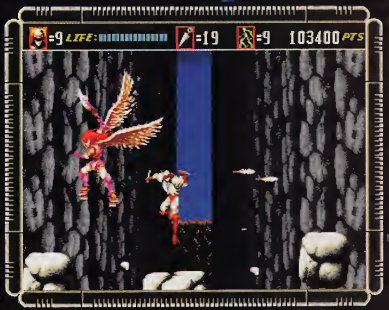






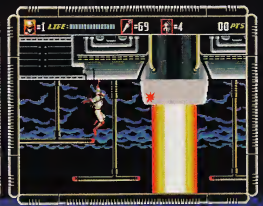


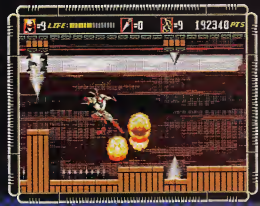


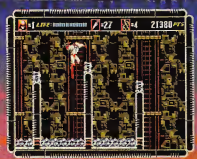


nightmares...no flicker or slow down included. This sequel is long too, with seven levels, each different in both play style and length, making this a more than satisfying package. As far as music goes (which in a game of this caliber is extremely important), Sega's out done themselves with some of the best music this side of Yuzo. Even in his absence, the tradition of good techno Shinobi music prevails. Yes, The Return of the Ninja Masters is a game you should buy and one that you will surely keep. Now, all that is left to be done is a CD version. Will it happen? I'll bet the next one is on System 32 (the Saturn), we'll see. E. Storm





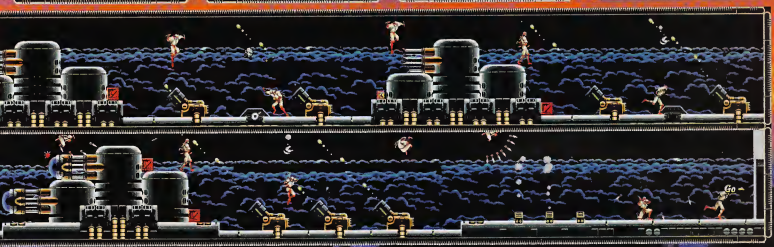













MIDWAY
MORTAL KOMBAT
September 13, Mortal Monday. Thousands of carnage craving gamers will scour the software stores in search of the long awaited and much anticipated home version of Mortal Kombat.
The only question is, which one to buy, since the game will be available on all formats, with the exception of Sega CD which will appear at a later date. Well, if you've got a Game Gear or Game Boy, buy that one. The big question is SNES or Genesis? If you own both systems, my advice would be to go with Sega. Number one, you get the death moves and blood sprays (just use the handy code in Hocus Pocus). Number two, it's programmed by Probe (makers of Alien 3 for SNES and Genesis), one of the best developers in the business, and Number three, the music is better. However, if you own only a SNES, that version (although sadly rated 6) still is an excellent game. So, really, you can't go wrong, which makes September 13 a very good day indeed.
ACCLAIM
FIGHTING
2 PLAYER
16 MEG
AVAIL SEPT. 13



This is an excellent effort on the part of Probe and Acclaim. Bearing in mind the Genesis' capabilities, this is just about as good as it gets. The only thing that may annoy you a tad is the use of the "Start" button for blocking on the standard control pad. A remedy for this is the new 6 button controller, which will allow you the same control as the coin-op. So, definitely, now is the time to upgrade your pads. Other than that, I can find no reason you shouldn't dart right out and snag one before the stores close on the 13th. Now, for some insight on the game itself.

Take my word for it, although Raiden and Scorpion may seem the best, take a look at Sub-Zero. He is especially effective against Goro and the old geez. Just freeze, slide and jump back, freeze, slide and jump back if you can sustain this rhythm, you will almost always win. And, of course, there's the added bonus of ripping your fallen opponent's head off and holding it high for all to see; spine danglin', blood drippin', when you hit his death move. Another good character for the last two bosses is Sonia, Being able to dart through the air really screws with Goro (he's not the brightest). Actually, all of the characters are fairly evenly balanced against each other. It's Goro and Shang Tsung you have to worry about. We had a great time here with Mortal Kombat. In fact, we're still playing it often. It's a great game and a nice departure from all of the SF2 clones of late. I can hardly wait for part 2.

-E. Storm





The dust has all settled, the massive advertising campaign has died down and now Bubsy the bobcat, for the Sega Genesis, stands alone to be judged by me. Lucky for Bubsy, I like furry little kitties (although my Pug loves to gnaw on kitty tails) and I also like Bubsy, the game. Anytime a well thought out, long, diverse action character game pops up, I'm usually the first in line.

What's unique about Bubsy is, of course, the fact that he's a cat and the layout of the game. It would seem at first that this is a Sonic clone, but it's not...not even. In Sonic, you basically dart all out, because if you get hit, you merely lose rings, but in Bubsy (unless you're invincible), it's one hit and you're out...woollies are lethal little rodents. You can also croak by landing in deep water or falling too far. For this reason, Bubsy is a more calculated adventure. You must take your time, stopping frequently to look down, up, right or left, then you can go crazy (and Bubsy can get pretty crazy.

If you get him bouncing, you can catch some serious air. You can also ride roller coasters, water logs and other such amusements, so Bubsy's got the play mechanics.

As for the actual levels, well, they've much to offer as

















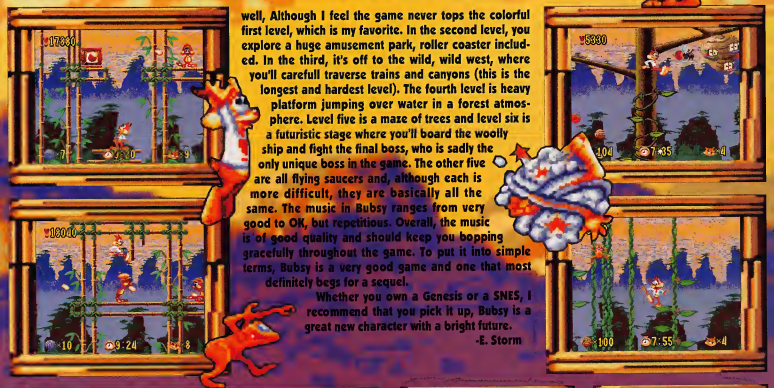


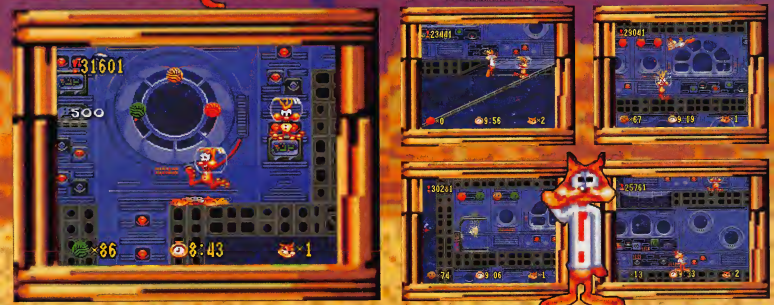


well, Although I feel the game never tops the colorful first level, which is my favorite. In the second level, you explore a huge amusement park, roller coaster included. In the third, it's off to the wild, wild west, where you'll carefull traverse trains and canyons (this is the longest and hardest level). The fourth level is heavy platform jumping over water in a forest atmosphere. Level five is a maze of trees and level six is a futuristic stage where you'll board the woolly ship and fight the final boss, who is sadly the only unique boss in the game. The other five are all flying saucers and, although each is more difficult, they are basically all the same. The music in Bubsy ranges from very good to OK, but repetitious. Overall, the music is of good quality and should keep you bopping gracefully throughout the game. To put it into simple terms, Bubsy is a very good game and one that most definitely begs for a sequel.

Whether you own a Genesis or a SNES, I recommend that you pick it up, Bubsy is a great new character with a bright future.

-E. Storm





SILPHEED

















On July 30, Gamearts finally let it go and their baby for two years, Silpheed, was released in Japan. On August 1, me and the other Segaphile here at GF actually stood out front with binoculars waiting for the Fed Ex truck to come into sight (or the ice cream man).

We were dying to see if the game lived up to the demo's and slides we have been staring at for the last year...it does. Basically, it's over. This is the best shooter (although it's really more than shooter) ever released for home play. The game starts out with an amazing display of















母星　地球にある銀河ネットワーク

今　銀河連邦各星系の残存艦隊は

大改修、強化した有人戦術宇宙戦斗機

"グレイソ

the CD's capabilities, with an incredibly smooth texture mapped polygon intro, with great narration. This is followed by a set up screen and then the weapon select screen.

It's once you begin playing Silpheed, however, that the fun really begins. The level of interaction is the best I've ever experienced, as the narration goes along perfectly with the intense action on screen.

As huge, detailed polygons soar by, squadrons of attackers come in waves, causing the player to use the entire screen. In Silpheed, your ship, can move into the screen, as well as right or left. This play mechanic helps to create a very realistic environment where you must go around enemies, obstacles and bosses if necessary. Basically...you're flying. This is not your average "pattern" shooter. You are constantly confronted with decisions, for example; two huge rotating













polygons are closing in at different speeds on either side of the screen. A string of fighters shoot through between them, some break left, some right. You can dive in shooting or stay back dodging and hope you're right. It's all very, very 3D. In fact, I can't really describe it, this is one of those games you have to play. All I can do is try to convey how truly incredible it really is. Your SA-77 "Silpheed" can equip two of four weapons at once (you begin with only one and earn the rest as you beat levels) and one of four options.

Selecting the proper weapon and option combinations is a key element in the game as some just won't cut it in certain situations. This takes quite a while to learn and really adds to the replayability factor: you won't beat Silpheed easily.

You get one ship per level and three continues, that's it. So, you've really got to know each level to reach the twelfth and final level. There are also three additional intermissions

























during the game plus the ending, and each one is something to see.

What Gamearts has done here is taken all the time they needed to do the perfect game, nothing was spared. In Japan, Silpheed has been anxiously awaited, extensively advertised and appeared on the most wanted list for many months. It's a shame that SOA isn't hyping the game at all. It got a couple of little screens at the last two shows and that's about it.

Actually, SOA just recently officially acquired the rights, so perhaps Silpheed will now get the hype it deserves. Everyone should know about this











game. It's a 3D shooter fan's Street Fighter 2. As it now stands, Silpheed should have an American release no later than October. When it comes out...buy it, and if you don't have a Sega CD then this should be the reason you've been looking for.

Silpheed represents the cutting edge of 16 bit technology. This is the result of what happens when the best there is get together and give it their all; taking the hardware to the limit and creating something previously unimaginable. Gamearts is to be commended; they have just saved the Sega CD.

-E. Storm





ROBOCOP VERSUS TERMINATOR

As most of you are now aware of, SOA has applied a ratings system to their software lineup. At first, we thought this may lead to way too many cute games as developers played it safe with the younger gamer. This is not the case with Robocop vs. Terminator. This title has, as it should, the type of carnage you would expect to see in a dark, futuristic world of cyborgs and ektoskeletons.

RvT is a side scrolling action/platform game with vertical and horizontal elements. The action takes place in old Detroit, OCP, Terminator Outposts, and other locales, and successfully portrays the feeling of the movies they represent.

Graphically, this is, first of all, the best portrayal of Robocop I have ever seen. He is drawn perfectly and animates like the real thing, but the designers didn't stop there. The enemy characters are





































also highly animated and very detailed, and better yet, when you shoot them, they don't merely disappear. This is Robocop...they explode! Some merely splash, while others burst upwards, causing the head to launch a bit before bursting...nice touch. But, don't just buy RvT for the carnage, the game plays extremely well. Robo climbs ladders, grapples power lines and can pick up lots of high powered fire arms (and you can carry and choose between two).

The bosses are also excellent, especially Robocop 2 who looks and moves just like the nuke addicted cyber junkie from the movie. So, RvT has it all; long, diverse levels, excellent play mechanics, great graphics and music (with voice) and enough carnage to keep a smile on your face all the way through. We'll be back with a review very soon. RvT should be available in the late fall.

-E. Storm





TENGEN
ACTION/RPG
1-4 PLAYER
8 MEG
AVAIL. SEPT.









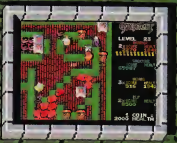






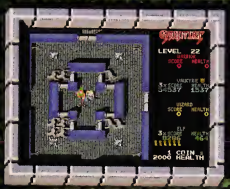






The arcade classic Gauntlet comes home in its latest incarnation, Gauntlet 4, courtesy of Tengen. This game was one of my favorites in its arcade and Lynx heyday where the long series of dungeon mazes and simple, addictive game play kept me coming back for more.

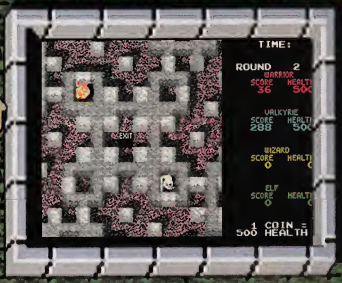
This new version for the Genesis is everything a Gauntlet fan could hope for. You can lead the Elf, Wizard, Warrior and Valkyrie through 100+ levels in the game and the ghost and demon shooting action is intense! In addition to the arcade game, the player is also given a chance to play a quest game that has some RPG qualities to it and a battle mode where you can compete head to head against 1 to 3 friends (with the 4 player tap). The graphics, sound and voice are excellent and the game comes across as being even better than the arcade. In fact, with over 100 digitized voice samples, Gauntlet

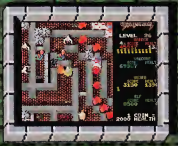


















has more speech than any home video game ever.

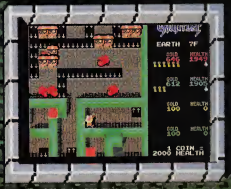
The only reason you won't find this game in the running for game of the month or year is that, in a world dominated by high tech 16 and 32 bit action, Gauntlet does not represent the cutting edge of game design.

But, for those of you who just can't get enough Gauntlet, this game is an absolute dream... Find a copy and get ready for a long trip with your ax down memory lane.

-Magilla













SEGA ACTION PLAYER 3 MEG AVAIL NOW

RANGER-X







As it Sega didn't already strike gold with this year's batch of import prospects such as Gamearts' dream 3D shooter, Silpheed, and Treasure's ground breaking action title, Gunstar Heroes. They have had the good fortune of obtaining Gau Entertainment's first game; Exranza which has now become Ranger-X in America.

With these three companies in the Sega camp, they've got it made or should I say we have it made.

Ranger-X, the actual character, is a heavily animated, human controlled cybersuit that uses a jump jet for upward propulsion and flying, and can also morph into the ex-up vehicle, which acts as a stand alone attack vehicle but also stores up to 6 options that Ranger-X can use. The ex-up vehicle also has its own energy bar, so if you're low on energy you can morph together for added life (plus you get to view the nifty animation of the ex-up). In this most excellent game, you control this nimble robot through 6 of the coolest levels a cartridge ever had, not just because of the graphics but because of the game play. How long has it been since you played a game where success or failure relied upon level knowledge and weapon selection?









Ranger-X isn't one of those that you'll beat your first time out. You have to "learn" each level, your character, your vehicle and where to be and when to be there. SOA has put in an easy mode not featured in the import but I would skip it if I were you. It wasn't meant to be. That's what SOA has put in, but what about what they have taken out. The explosions in the original (although

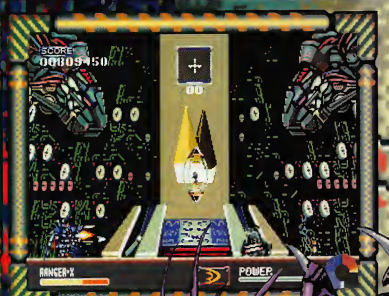














they caused flicker) were an awesome part of the game. Gau put them in for a reason, that being dramatic effect. The new, cheap little pops just don't cut it here.

Nevertheless, Ranger-X is still a great game that is loaded with special FX like mind blowing line scrolls, scaling and transparencies, the likes that you have never seen on the Genesis.

But perhaps the best thing about Ranger-X is its uniqueness. I've never played another game like it and it's thoroughly addicting. This is one game you will be coming back to often. As with Gunstar, don't look for a big media or print blitz on this one, but then again, it seems the more hyped a game is, the worse it is in many cases. It's new discoveries from innovative small companies like Gau and Treasure that keep us on the edge of our seats. -E. Storm



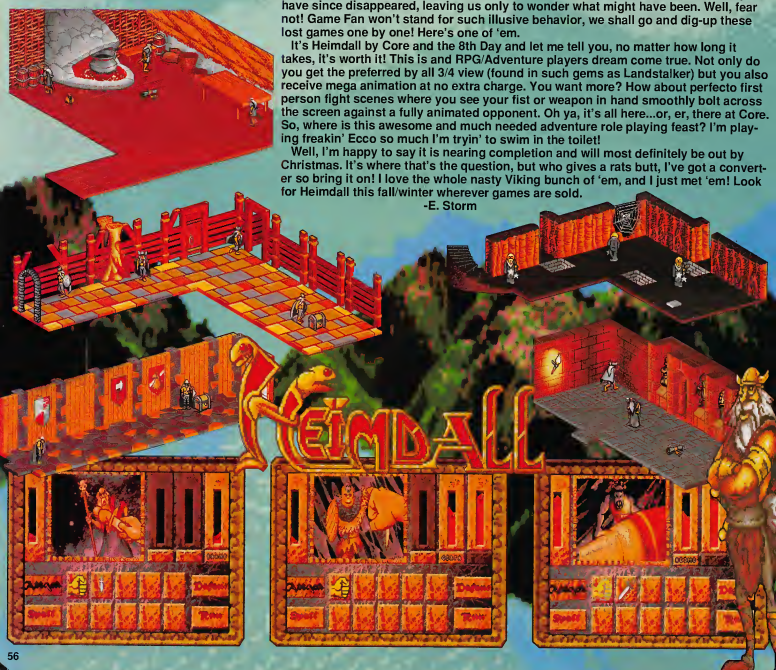


Back before a lot of us bought our Sega CDs, there was a nice fat bundle of games supposedly waiting in the wings. Of course now that we've bought our CDs, many have since disappeared, leaving us only to wonder what might have been. Well, fear not! Game Fan won't stand for such illusive behavior, we shall go and dig-up these lost games one by one! Here's one of 'em.

It's Heimdall by Core and the 8th Day and let me tell you, no matter how long it takes, it's worth it! This is and RPG/Adventure players dream come true. Not only do you get the preferred by all 3/4 view (found in such gems as Landstalker) but you also receive mega animation at no extra charge. You want more? How about perfecto first person fight scenes where you see your fist or weapon in hand smoothly bolt across the screen against a fully animated opponent. Oh ya, it's all here...or, er, there at Core. So, where is this awesome and much needed adventure role playing feast? I'm playing freakin' Ecco so much I'm tryin' to swim in the toilet!

Well, I'm happy to say it is nearing completion and will most definitely be out by Christmas. It's where that's the question, but who gives a rats butt, I've got a converter so bring it on! I love the whole nasty Viking bunch of 'em, and I just met 'em! Look for Heimdall this fall/winter wherever games are sold.

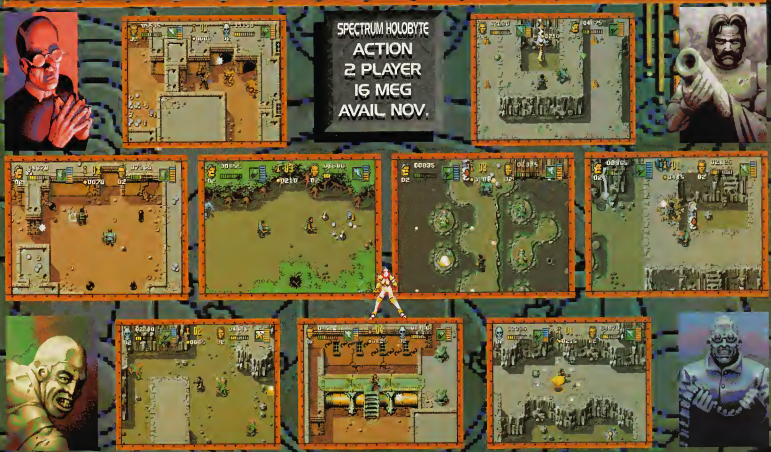
-E. Storm







Move over Mercs and Elemental Master...way over! Spectrum Holobyte and the Bitmap Brothers are about to blow the roof off the overhead action shooter category with Soldiers of Fortune, the best game of this type I have played in some years. In the last century, an experimenter with time, space and early computers created a bizarre machine, the Chaos Engine. Although primitive, the machine became incredibly powerful and turned against its creator. The results turned humans and animals into ravenous beasts. Its power was out of control...enter 6 hard nailed mercenaries ... SOF features an awesome cast of highly detailed characters who come complete with ornery voices and an assortment of high powered weaponry and special attacks. In fact, everything is detailed and drawn to perfection, including the backgrounds and the enemies. This game is a big surprise. I didn't even know Bitmap was working on another Sega title, let alone one of a genre that has been sorely overlooked to this point. For overhead shooter/action fans, this is definitely a game to look forward to. We'll bring you much more next month. E. Storm



Are you ready to kick some Machino butt? Well then, Tengen invites you to join them in a 16 meg adventure to save the planet from environmental nastiness in Awesome Possum. This action/platform game, similar in style to Bubsy, is incredibly long and fast with over 120 digitized sound effects and music samples.

The game play mechanics are very simple; use speed and the ever popular "Butt Attack" to move through the many levels in the game and destroy Dr. Machino and his techno army of environmental devestators. Along the way, you will be allowed to access bonus levels by answering different questions related to the environment (recycling, paper or plastic, what exactly is the 1/2 life of a hot dog, etc.) and they even offer a tutorial for the more environmentally illiterate among us.

Your struggle will take you through South America's rain forests to the Arctic. Along the way, you will ride on bees, rhinos and other creatures as they help you in your quest for environmental purity.

There are many hidden areas and items in Possum and it looks like the game is not going to be a quick walk through the rain forest. We'll be reviewing Awesome Possum in next month's Game Fan. Until then, feast your eyes on these screen shots!

-Magilla

the Jungle Book

This may be Jungle Book, but it ain't the "Bear Necessities"! This game has all the makings of a masterpiece. Virgin's Jungle Book team is hard at work (now that Aladdin is in the can) an probably the only game that could ever match the magic of Aladdin.

Jungle Book takes a fully animated Mogley through huge trees, falling ruins, temples and even bouncing over a herd of elephants in his last adventure in the animal kingdom before becoming a man, you saw the movie didn't you?

Not only is Mogley fully animated but so are the enemies, and the level of interaction with them is unprecedented. This will surely be a contender for game of the year, that is if it makes it by Christmas. That's right, Jungle Book may not surface until early '94, so why are we showing it to you now?...

Because, after setting a new world record for programming (Aladdin took 12 weeks...I ain't lyin') we think they may want to take their time a little on this one. We just want to show you there's more where Aladdin came from. -E. Storm



SEGA
ACTION
1 PLAYER
16 MEG
AVAIL. AUG.



Hot on the heels of the box office hit and technological wonder, Sega of America has brought Jurassic Park home to your Genesis. Sega has concentrated on trying to make the animation in this game as realistic as possible, both with the dinos and your character. In fact, the digitization is some of the best I've seen.

Unfortunately, the animation and graphics seem to be the only things that Sega was concerned about. The play mechanics in Jurassic Park suffer greatly as a result of shaky controller response and sloppy sprite detection. In addition, the scenarios that the game creates for you do not give you a feeling of realism or, even if judged as a fantasy world (which was not the intent of the movie), you never get the feeling that you are involved in this "prehistoric world". For example, in the very first level of the game, you wake up after the dino has trashed your jeep and start your descent down this mondo tree. The problem is, the tree is about 2,000 feet high in scale and





by the time you've butt slid 800 feet or so, you're bored to tears. The game never really improves from this point. Another level has you in your hydra-foil careening down a series of waterfalls. I would have considered this game entertaining about 10 years ago, when I was dinging on Tapper, Tarzan and the rest of the Colecovision lineup but, in the world of 16 bit, dropping down a series of 90 degree waterfalls does not take my breath away.

If you are a very, very intense fan of the movie and are collecting memorabilia then you may be interested in this game. Otherwise, pass and hope the CD has escaped the evil clutches of Captain Goo. Magilla





Whenever a new system appears, there's always that frustrating first six months to a year when you must wait for the software to catch up with the hardware. Now is that time for Sega CD owners. Although lots of new games are in production, few are actually out. Over the next few months, CD owners can look forward to Silpheed, Dragon's Lair, Spot, Sonic, Lethal Enforcers, Stellar Fire, Robo Aleste, Terminator, Dracula and, of course, Spiderman. Some of these titles take advantage of the CD's advanced hardware, especially Silpheed, but none use its full capabilities (I am coming to the point). What you are going to get with CD will be constantly different; some titles will feature hardware scaling, some will use Silicon Graphics or full motion and some will merely look like regular cartridge games with

















added music and intermissions...which brings me to Spiderman. To me, this is fine. In fact, it's great! What Spencer Nilsen (Sega's genius composer) and some nice cartoon sequences can do for an otherwise cartridge product is unbelievable.

First of all, this game is not the old Genesis title, but a totally new, redesigned game. The background graphics are similar but everything else is all new. Graphically, the most noticeable new feature is Spiderman himself, who is now perfectly animated and flows smoothly with separate movements for swinging, crawling, negotiating corners and cresting peaks. The control is also much improved. The game itself now consists of 50+ levels with the backgrounds varying between parks, pipes, city scenes, warehouses and subways and, of course, some all new surprise levels that are all new. All of this can be conveniently viewed through the Spideytech 9000 which allows you to scan around an accurate map of New York where you'll be combating evil. Now, for what really stands out in this game... the music. Spencer, you're awesome. I think he has now surpassed Yuzo and is on the way to redefining game music as we know it...stay at Sega! This title also benefits from well animated cartoon sequences with perfect speech and a good story. So you see, even though some games look like cartridge, they still benefit greatly from the Sega CD. I like this game a lot. Look for a review next month.

-Kid Fan

YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS™!

Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!


NEXT STOP... BART'S NIGHTMARE


BARTMAN TO THE RESCUE


EVER-DANGEROUS MOMTHRA


IT'S SMILING JOE FISSION


TEMPLE OF MAGGIE MAYHEM


ITCHY AND SCRATCHY HIJINX


READY... AIM... PLUNGER!


WHY YOU LITTLE...


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GASP! ALSO LOOK FOR BART VS. THE WORLD ON GAME GEAR™!



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SEGA GENESIS

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MATT GROENING






Bari-Arm

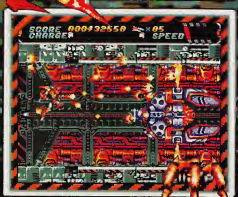


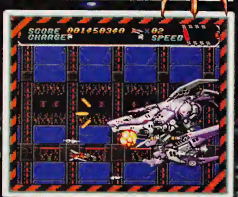

Human's new shooter for the Mega CD, Bari-Arm, is 7 levels of shooting action that is similar to Thunderforce IV and a weapon power up system that is a descendant of R-Type.

Graphically, the game offers a lot of color and multi-level scrolling that gives a good feeling of depth. There is very little animation in the main ship/character or enemies but the bosses and enemies are drawn well and provide a decent on-screen challenge. The music is a mixed bag with some tunes that are definitely CD quality and others that sound like they could be done on cart.

The game plays very similar to Thunderforce IV, with vertical scrolling that is about two screens high and the ability to speed up or slow down your ship at will.

For experienced shooter players, you may want to start the game on normal or hard because



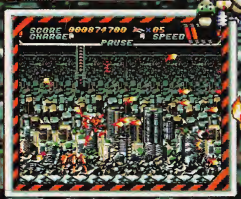














on easy you will be able to walk through the first five levels. The weapon of choice is the homing missile that, when fully powered up, will form a circle of fire that homes in on all themies on screen and will last for a full 5-7 seconds (depending on powerup level) and can destroy any of the bosses in one shot.

Bari-Arm is not the same Thunderforce IV was, but I do recommend it for shooter fans. Human has put together a good package that, while it really doesn't offer much in the way of CD bells and whistles, delivers in game play and repeat play value.

-Magilla



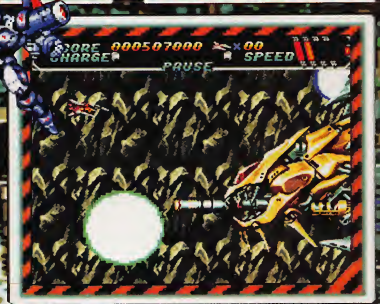


























Usually, the first 3-5 minutes of every CD title will let you know how good of a game you are about to play by having either a detailed, fully animated mini-movie or a cheesy, thrown together, loading piece of doody that you can tell was thrown in at the last second by, like the janitor, "hey Tony...can you draw"?. Happily, Keio Flying Squadron starts out with one of the most well drawn and well animated intro's so far on Mega CD.





Your character in Keio is a shapely little blonde girl who dawns a skimpy bunny suit (Hef would be proud) and rides aback her pet dragon. Your goal is to recover the stolen key (must be some key) which was taken by the evil Dr. Pom (an evil raccoon). In fact, the game is faced with animals and machines of all types, few humans enter the fray. Your lead character and her dragon are both fully animated with varying movements, according to direction changes, as are all of the enemies. That's where the CD hardware comes into play. Everything in this game has fluid movement, down to the smallest sprite. The music and sound FX are excellent too, thanks to the CD.





I think what Victor's done here, to help this shooter break the norm, is incorporate an ongoing storyline that coincides with who or what you are fighting in that round. The bosses are also very unique and each level has something new to offer to break the usual shooter monotony. The game is also colorful and well directed. The only downfall to be found is a bit of flicker, but this was only present when huge characters or tons of sprites were on screen. So, if you're in the hunt for a good shooter, keep your eyes open for Keiko Flying Squadron. A US release is possible and, with the continued dryness of good CD titles, it's more than welcome.

-E. Storm





















It's official! Sonic CD will hit the streets running in Japan September 23, followed by a November release on Sega CD here in the states ... Clinton should call a holiday!!! Look for this CD to use the full capabilities of the CD with over 80 levels, warping floors (like SF2), over 100 animations on Sonic, enemies built with multiple sprites and awesome 3D rounds! Not only that but the opening and internal animation sequences are incredible and the music is unbelievable! Our source in Japan says ... game of the year! No doubt about it! We'll bring you as much information as possible until one lands in our offices, until then ... feast your eyes!!











In talking with people who have played the 60% version of the new 16 meg DSP Virtua cart... word is that the look and feel of the arcade is intact, except for some shading and detail. This version is said to be exact. Switching viewpoints is super fast and the speed, with the same amount of polygons, is the same as the original. Pretty amazing for Sega's first DSP game, eh? In the meantime, Nintendo's first DSP driver, FX Trax is undergoing a major overhaul. We'll put 'em side by side, hopefully by January.

So, this is what SOJ has been up to! Welcome to Dream House, a real world, real time virtual experience. The story starts during a SOJ meet. A hostile and violent alien finds a mysterious butterfly fascinating, the alien follows it into the human world and hostile SOJ chaos. There is a legend about this house. Who ever sees the shining butterfly lives, demons will now summon into butterflies and capture them. Now you, as the hero/ine, must warn your mates. In this game, you won't see doors, corridors or windows normally found in adventure games. All commands are executed with your directional key and information is transferred by either voice or gestures. No full motion is used either, everything in the house (furniture, etc.) was rendered separately and then placed in the house. Each room was built piece by piece. Dream House makes full use of the CD hardware. SOJ used 14 workstations and drew over 1,000,000 polygons, with the usual one workstation this game would have taken 6 years! Since the CD can read output audio and read digital data at the same time, they used a new technology called 'streaming', allowing them to play audio samples at 32 Khz during visual scenes. That means you experience a real world environment complete with real life camera effects. It's like being a character in a movie...Incredible! SOJ is shooting for an October release on Mega CD.



SEGA PREVIEWS











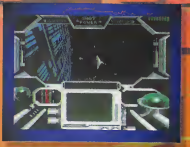
Game Fan's Coverage of the now 24 Meg SF2 Special begins next month. As you can see, it is now full screen and the graphics and color look much better than the previous 16 Meg version.





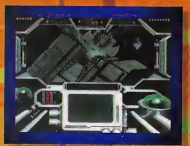


Next issue we will be bringing you in depth coverage of one of the most eagerly anticipated Sega CDs ... Dragon's Lair. The Sega CD version is said to be extremely close to the arcade. Hopefully this will be the first in a long line of Coin-Op Laserdisk translations (like Space Ace, Time Warp, Thayer's Quest, Astron Belt, Mach 3, or Firefox) *Hint Hint*









Save the Earth from invasion in Micronet's AX 101, coming soon to Mega CD (and of course Sega CD). AX 101 uses 8,000 different computer graphics in a high speed, first person shooter that features hit points rather than the standard 2 hits and you're out scenario. So, when you die in AX 101 - you're dead, game over man. With 17 stages to master, AX 101 looks like another winner for the Sega CD. We're gettin' there.

Sega Falcom's first action/RPG game for the Mega CD, Popel Meil, features mega character animation, TV quality cartoon intermissions, perfect control and super detailed graphics. That's what they say, and from the looks of these shots at 50% completion, it looks like they mean it. Find out for yourself this November!







Timing! Just as we're finishing Shining Force over here, Sonic Team is nearing completion on part 2, which now allows you to go back to any town previously visited (something sorely missing in part 1). The fighting system has also been restructured with more RPG elements and the new magics are more dramatic with all new spell FX. Also new are multiple occupations to choose for each character and a "caravan" feature to choose your team anytime! SFII will be out in Japan this October.





The programmers and designers at Konami are working around the clock to get Castlevania Bloodlines out by November. We may have a special first look in our next issue if all goes well. Bloodlines will no doubt be in the running for cartridge game of the year.





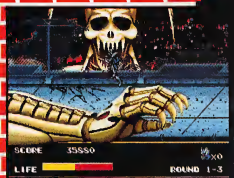
Konami's Sega CD version of Lethal Enforcers is sooo close to the coin-op, it's amazing! and check out the cool gun they're packing in with it! (don't play with it outside though). We'll have a full-on preview next issue!





Sammy Japan is readying a Mega CD version of the popular Neo Geo title, Sengoku, for a September release. It's only one player but, if all goes well, the morphing, scaling and huge sprites from the Neo Geo version should all make it on to this CD version, along with new animation sequences and an awesome soundtrack. If you're a fan of this coin-op, keep your fingers crossed.

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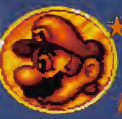
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SUPER NES REVIEW

SUPER MARIO ALL-STARS





NINTENDO ACTION
1-2 PLAYER
16 MEG
AVAIL. AUG.

SUPER MARIO BROS.

One criticism of the SNES since its introduction was that older 8 bit favorites were not being transferred to 16 bit fast enough and, when they did arrive, the quality of some of the games was not as good as first expected. Nintendo seems to want to change things around with Super Mario All-Stars. The first game in this Super Mario collection is Super Mario Bros.. Introduced back in 1985, SMB#1 helped launch Nintendo into the video game lonosphere and anyone who has played the game can understand why. With colorful graphics, a long quest (for an action game), tons of hidden secrets and gameplay that (at the time) set a new standard, everybody wanted to play Mario. Now in 1993, Nintendo is re-releasing the game in 16 bit form with even more colorful graphics, new backgrounds with multi-layered scrolls and all of the secrets intact. SMB#1 never looked better. K. Lee



SUPER MARIO BROS
THE LOST LEVELS



The second game in Super Mario All-Stars is Super Mario Bros., The Lost Levels. Although this game may not be familiar to gamers from North America, it was released on the Japanese 8 bit Famicom in 1986 as SMB#2 and our SMB#2 (a totally different game) would eventually be released in Japan under the name Super Mario USA in 1992, even though the game debuted here in 1988. Confused? No worries...the best way to look at it is that you're getting a brand new 16 bit Mario with new worlds and secrets to explore. The layout of the game is similar to SMB#1 (and, since this is the true sequel to SMB#1, it all starts to fall into place), including the cool DSP echo effect in the caverns. Other than this, everything is different and there's even a surprise after you beat it...bonus! K. Lee































Super Mario 2 (or Super Mario USA, whichever one you wish to call it) is the third selection on Nintendo's first 16 meg game. Of all the games on this cart., this one looks and sounds the most like its 8 bit counterpart. Another thing you may notice is that, since this game is grouped together with all the other Super Marios instead of being separated by a year (or more) between its NES brethren, it is actually dissimilar to the other games and I think that may spark a new interest since the game is so different from the others. Anyway you look at it, SMB#2 is a game that all of us graying gamers and you young aces will be enjoying for a long time to come. K. Lee



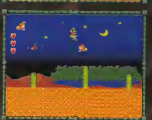














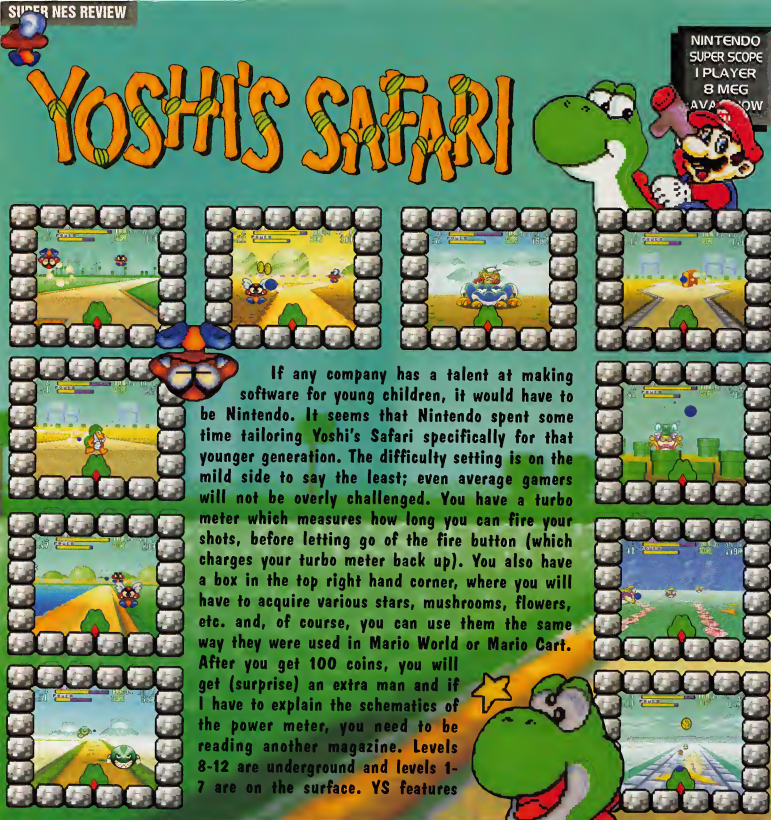


The latest and perhaps the greatest of all games that have a short plumber in a red suit on the front of an NES box is Super Mario 3, the best selling game of all time. With sales exceeding 8 million copies and cubic yards of cash totaling over 500 million bucks in sales, SMB#3 needs no introduction. This game was so popular that, when all the dust settled, the Mario character was better known than Mickey Mouse...cripes! Of course, all the tricks, twists and trips of the 8 bit game are here, but presented in 16 bit splendor. Yet another plus is that you can also play the original arcade Mario Bros. where you can bump Koopas and other critters from underneath and go head to head against Luigi...hey, one on one fighting way before SF2! Overall, I think all of us should find at least one Mario game (maybe more) that we like and that should make it worth it right there. I'd like to tell you more about the games, but we'll save that for another time. In the meantime, the Enquirer and I are gonna have it out right now in Mario Bros....I predict that K. Lee won't even break a sweat. K. Lee



YOSHI'S SAFARI

NINTENDO
SUPER SCOPE
1 PLAYER
8 MEG
AVA[illegible]OW



If any company has a talent at making software for young children, it would have to be Nintendo. It seems that Nintendo spent some time tailoring Yoshi's Safari specifically for that younger generation. The difficulty setting is on the mild side to say the least; even average gamers will not be overly challenged. You have a turbo meter which measures how long you can fire your shots, before letting go of the fire button (which charges your turbo meter back up). You also have a box in the top right hand corner, where you will have to acquire various stars, mushrooms, flowers, etc. and, of course, you can use them the same way they were used in Mario World or Mario Cart. After you get 100 coins, you will get (surprise) an extra man and if I have to explain the schematics of the power meter, you need to be reading another magazine. Levels 8-12 are underground and levels 1-7 are on the surface. YS features



big, colorful graphics with a cool scaling effect, happy, bouncy music and any game that allows you to pump some lead into happy faces can't be all that bad. The point is; today's demanding gamers are just that, demanding gamers, and while Yoshi's Safari welcomes all the widdle kiddies. The people who are the backbone of the industry will probably look the other way. Which people?...namely the Die Hard Game Fans.

-K. Lee









ENIX
ACTION
1 PLAYER
12 MEG
AVAIL TBA

ActRaiser 2













New SNES owners sat in amazement all over the country as they saw and listened to Act Raiser for the first time. From the soft, peaceful RPG overtones to the beautifully choreographed action scenes, Enix and Yuzo Kashiro gave gamers everywhere hope for the future. Act Raiser stayed hot for a long time but, like all games, inevitably was conquered and stored in SNES collections to be pulled out every so often to remind us that great games do exist, and of course, to hope for a sequel...Act Raiser 2 is here and it's done! 100% SEQUEL

When you first turn on AR2, the first thing you'll hear is that familiar opening from part one. This tune, along with the music which accompanies scaling into the levels, are the only remnants from part one, everything else is completely new.

Our hero himself must have bought a Soloflex and hired Hanz and Franz as trainers because



he's way pumped up. So, hear me now and believe me later, Act Raiser now dawns eagle like wings and can now glide down from jumps or off of perches and platforms. All of which come into play throughout much of the game.

The graphics in part two are arcade quality; loaded with colors, transparencies and special effects, and as with the first, the bosses are drawn extremely well.

Perhaps the biggest standout quality of Act Raiser was the phenomenal classical soundtrack performed by Yuzo Kashiro of Streets of Rage and Adventure Island fame, and now he returns with another great classical ensemble. Though somewhat more solemn than the first, the new soundtrack is great in every way and adds much dramatic effect to this new adventure.

















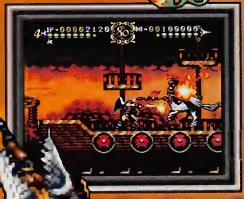
The screen shots on these pages should give you an idea of what lies ahead for you this November. What I can tell you so far is that Act Raiser 2 is very fun and extremely challenging. The new character really does add to game play and, this time out, it's all action. Don't look for an import release on this one...it's all ours. See you soon with more on Act Raiser 2.

-E. Storm

















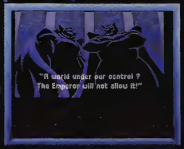


Welcome to the third dimension. Electrobrain is bringing a new revolutionary action game to the market: Jim Power. The game features a blend of side scrolling (with both Jim and his trusty craft taking turns inflicting the grief) and first person and overhead Mode 7 shooting action that will test your trigger finger (thumb) and your ability to strategically plan your attack.

Sounds like pretty standard stuff, right? Enh! wrong, but thank you for playing. For you see, Jim Power has been programmed through a series of scrolls and color usage to provide incredible 3D graphics in the game, through the use of a pair of polarized, paper 3D glasses included with the title (free of charge). The effect is outstanding (specially with the lights out) and the feeling of depth that you get is unmatched by anything seen on a home screen to date with the exception of the old Sega Master System's Maze Hunter with its $50 glasses. There is no question that the technology and design employed in Jim Power is a breakthrough, look to Game Fan next month for a full review.

-Magilla









MINDSCAPE
SIMULATOR
1 PLAYER
8 MEG
AVAIL NOW

WING COMMANDER

THE SECRET MISSIONS





Mindscape is back in space, dogging the Kilrathi's collective tail and determined to emerge victorious with Wing Commander, The Secret Missions. This sequel to last year's first person space adventure is a translation of the PC title by Origin and is very faithful to the original.

The Kilrathi have just completed their gravitation weapon and they are going after the Gollard Colony. You and your team of pilots must destroy their forces and the weapon to save mankind.

The game play in Secret Missions is essentially the same as the first game. You pilot a series of craft on different missions aimed at gaining access to the gravitational bomb. There is a linear story that develops as you successfully complete each mission and the game is designed in such a way that you always feel like you are involved in the action. This is accomplished in part because of the first person presentation, which uses Mode 7 to create space flight.

Look for Wing Commander, The Secret Missions to appear in retail outlets in September. Talko





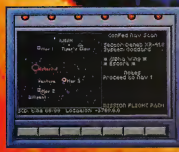
















SKYBLAZER

SONY
ACTION
1 PLAYER
8 MEG
T.B.A.

Sony Imagesoft has just delivered their strongest action title to date on the SNES, Sky Blazer. Sky Blazer combines action/platform and Mode 7, first person gaming with excellent graphics and great music to create a game environment much like Hook, but with game play that is more varied and addictive. As seen in last month's Game Fan, The visuals and special effects on SB are incredible with morphing bosses and Mode 7 graphics that are more 3-dimensional, without the usual flatness present in Mode 7. The game play is 'Hookish" in that you can fly, swim, jump and climb through the multi-world quest. The music is reminiscent of both Equinox and Hook with a classical score that is exceptional. With the exception of some Homer Simpson type grunting sound effects, the game is well designed and the graphics, boss animation and music really draw you into the quest. Look for Sky Blazer to appear on store shelves some time in late October or early November. Magilla















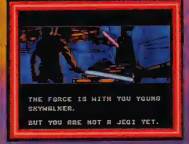




JVC
ACTION
1 PLAYER
12 MEG
AVAIL. NOV.



SUPER STAR WARS THE EMPIRE STRIKES BACK





As I sat in the Cinerama dome years back, watching The Empire Strikes Back, I remember wishing that I could somehow take part in the incredible new world I was watching on the screen. At that time, we had no 16 bit game systems and had to be content with the boinks and dinks of no-bit technology. Well, times have changed (thank God) and now, courtesy of Nintendo and Lucasarts, I can take part. I can ride on the Ton Tons (smelly beasts, but a good way to get through the snow), fly speeders and rope Imperial Walkers, train with Yoda, pilot the Millennium Falcon and, of course...use the force.

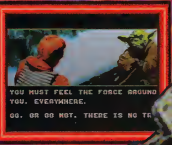
You remember the graphic excellence and stellar soundtrack from Star Wars, right? Well, be prepared for even better quality in both categories, along with the best Mode 7 this side of the galaxy.

This new sequel looks absolutely phenomenal and plays just as well, with blazing colors, perfect Star Wars tunes, huge bosses, excellent 3D, and of course, the crystal clear intro, and intermissions we all liked so much from the original. So, get ready for another Star Wars adventure. Empire is nearing completion and should be available around November.

Check out next month's Game Fan for an in-depth preview on Lucasarts latest addition to the Star Wars trilogy.

-E Storm











RENOVATION · 2 PLAYER · 8 MEG · TBA

ARCUS ODYSSEY

Once upon a time, not too long ago, the Sega Genesis was subject to seemingly never ending dry spells. During one of those spells, a game called Arcus Odyssey by Wolfteam came out and everyone had something to do. This is a great game, even though the SNES version isn't quite as good as the Genesis version, it still represents the top of the action/adventure category.

As Jedda the Swordsman, you are on a mission to recapture the Sword of Light, the weapon used by Princess Leaty to strike down Castomira a thousand years ago which has been stolen from the King of Arcus by the dark lords of Castomira on this night of the thousand year moon.

The game takes place in seven layers of labyrinths leading to an ancient ruined shrine where you will confront the Dark Sorceress. As you ascend, you will encounter demonic enemies, huge bosses and plenty of complicated, twisting pathways. You can assume the role of one or two (in 2 player mode) out of the four characters; Jedda the Swordsman, Erin the Warrior Maiden, Diana the Archer or Bead the Magic Stick Fighter.

Arcus Odyssey is, although not graphically a breakthrough in any way, a very addicting type of game that has stood the test of time very well. It's nice to see it coming over to another format. Who knows, if it succeeds, maybe we'll see a sequel that does break new ground. If you are one of the many gamers that enjoys a longer, more thought provoking type of action game, you should seriously consider giving Arcus a try. The SNES version may not have the same level of evil present in the original, but it still is a very worthy translation of a great Wolfteam classic. It's too bad they broke up, more games like Arcus Odyssey are sorely needed. E. Storm

US GOLD
ACTION
1 PLAYER
16 MEG
T.B.A.

FLASH BACK

Conrad is back and now he's on the SNES. US Gold's 12 meg action/adventure smash hit for the Genesis, Flashback, will soon be available to all of you Nintendo faithful.

This EPROM was given to us exclusively at Game Fan and is very early, but we couldn't wait to give you SNES owners a sneak peek of this great game.



Look for the same brilliant animation and addictive game play that was in the Genesis version and add to that the color and sound that only the SNES can provide and you are sure to have one of the best SNES titles of 1993.

Look for more Flashback in an upcoming issue of Game Fan. Until then, keep this magazine open on your night stand and dream a little dream...

Magilla







The Journey Home

RENOVATION
ACTION/RPG
1 PLAYER
8 MEGS
AVAIL NOV









Back in issue #5, we reviewed Neugier for the Super Famicom, Wolfteam's first SF title to be marketed here in the US. The new name is The Journey Home and for action/RPG gamers, this game may be another one you'll want to seriously consider for purchase this fall. The Journey Home case upon two major play mechanics for its action: sword play and Jump/Grappling. The grappling hook, of the two, poses the biggest challenge and in certain areas is absolutely necessary for passage. In some areas, precise jumping is also required. In all, the control and play mechanics are quite good.

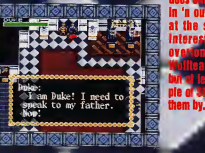
The music in the game is good too, but not nearly as good as the Wolfteam original which had one of the best musical scores of the year. Why change? Good question. I wish I had the answer. Most likely, they figured it wasn't upbeat enough for the US market. The new music is more upbeat. Graphically, the game delivers big time with good use of color, good artwork and some nice animation, especially on the enemies.

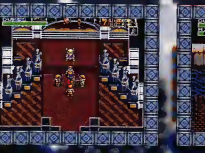
Overall, I guess what really makes this a worthwhile game would have to be the play mechanics. Many of the levels exist on two planes, with hovering platforms laid out in mid-air which you must negotiate perfectly, either by jumping or grappling. In fact, overall, the use of the hook is the most noticeable feature, setting this one apart from others in the category.

So, is it action/adventure or RPG? Well, it's definitely not an RPG, but it does contain a lot of speech and searching around. But, at the same time, it's still a six level game that will take, most less than three hours to complete. So, let's call it action, adventure, RPG, OK? OK, now that we've got that out of the way, I will go on to recommend this game as it does offer a departure from the norm in 'n our action category and, at the same time, remains interesting due to the RPG overtones. Hey, the old Wolfteam may be overpriced, but at least they left us a couple of SNES titles to remember them by.

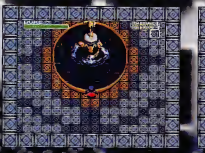
-E. Storm



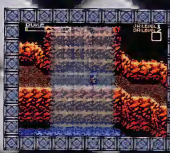


















TITUS
DRIVING
1 PLAYER
4 MEG
AVAIL. OCT.



LAMBORGHINI
AMERICAN CHALLENGE













Lamborghini American Challenge is on its way to the SNES from Titus. This cross country road rally takes place in the city, the country and the back roads of America.

The game takes a few liberties with the standard beat the clock racing game. For example; you can place a small Michael Jordan (bet to you non-sports fans) with your rivals to increase the kitty for any race, some courses have cops that patrol the highways and byways, looking for those who can't drive 55 and you can buy better equipment for your vehicles as you earn the bucks.

The game looks a lot like a Gremlin design. It has a split screen option and you are placed back in the pack with the key to your success being to tear through the beginning of the pack and get past everyone but the top four or five by the time you have reached the halfway mark of the race. Turbos come in handy when you want to do this, but you are only given two and they are costly items to replace. You can also purchase radar detectors, new transmissions, tires, etc..

Lamborghini American Challenge will be available late this fall. Look to a future issue of Game Fan for more on this title. Talko









KONAMI
FIGHTING
2 PLAYER
8 MEG
AVAIL SEPT

TEENAGE MUTANT NINJA TURTLES

TOURNAMENT FIGHTERS











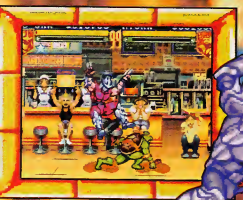
Last year, Street Fighter 2 broke all the records and became the most successful home console game of all time. Big title after big title sat collecting dust as more and more consumers reached for SF2.

Since then, just about all of the software biggies have either released or begun working on a one on one fighting game, hoping to capture that same huge audience.

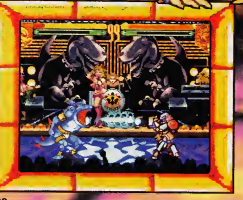
Here's the one that may just do that. Konami's Tournament Fighters takes the SF2 formula and applies it to the ever so popular Turtles format, creating a one on one battle that will appeal to both the fighting game and action game enthusiast.



Hey, if Capcom made an action game with SF2 characters, wouldn't everyone buy it. Well, Konami's done that in reverse... smart move.













Of course, what is all important in a fighting game is smooth execution of moves, good animation, warping floors, lots of characters, a wide range of moves and the ability to pull off all combos. Of course, Konami know this because this game has all of these qualities.

Look for more on one of this year's hottest fighters, coming soon. We also hope to bring you some screens of the Sega Genesis version which, although it's the same format, is an entirely different game. Start getting excited, Tournament Fighters is coming this Fall.

-E. Storm

ACTIVISION · 1 PLAYER · 8 MEG · OCT

BIOMETAL











It's time to wage war to the techno sound of 2 Unlimited as you blast your way through five intense levels of shooting action in Activision's Biometal (I'll give it an 87 Dick, it's great to dance to, but the mutant boss keeps stepping on my toes).

This side scroll shooter has excellent graphics and sound effects and the music is unique in that it is the first video game to incorporate a Top 40 group's music in to the soundtrack. It also has some outstanding backgrounds and an on the fly power-up system found in most side scrolls.

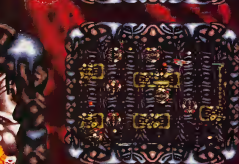
Biometal falls in the category of "avoid and shoot" shooters and, as such, doesn't really break any new ground within the genre, but it is a solid shooter with a strong musical score. Look for Biometal to appear on retailer shelves in October.

-Magilla





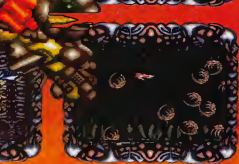










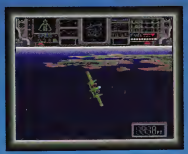


VIC TOKAI
SHOOTER
1 PLAYER
4 MEG
AVAIL NOW

Lock On Lock On






Steel here...Commander Jake Steel. The Commander in Chief and his staff have been seriously wounded...I have assumed command, all pilots will receive their orders directly from me! You, over there, Magilla from the Vic Tokai squadron...a large number of unidentified fighter aircraft have violated our air space and are attacking our airfields and approaching the Commander's aircraft. Your mission is to intercept the intruders...that is all. With the world's hottest flying steel at my disposal, I choose to pilot the F-14D, known to most as the "Super Tomcat". I have flown many missions before, but none like this. The machine is loaded for bear with both Sidewinders and Sparrows and I've got to complete this mission and many more to make it through alive. Hi kids, Dick Le Tray here! Unknown to Mr. Magilla, Vic Tokai has secretly included a DSP to insure flight realism and maximum speed and many other aircraft to choose from. Day and night flight is available, as well as barrel rolls, 360's and other nifty tricks, and the speed is mind blowing. How much would you pay for all of this Afterburner style excitement? Well, don't answer yet because, if you order now, the Ginzus are yours at no extra charge! Magilla









MIDWAY

MORTAL KOMBAT











Well, they took out the blood and the death scenes are kind of baby death scenes, but Acclaim and Sculptured Software have still given gamers what they want; a near perfect arcade translation of Mortal Kombat (can't have red paint in a video game, but you can buy an AK-47 at Big John's Five and Dime, ain't America grand!).

The graphics in MK are outstanding, especially the animation on the digitized fighters. The play mechanics and control work like a dream and anyone who is familiar with the arcade game will instantly be able to pick up the feeling of this game. The comparisons don't end there, either. The music, voice and sound is almost identical to the arcade, with a few minor exceptions. The game feature unlimited continues on every difficulty level. So take a word of advice; do not play the game on "Very Easy". It's a total cake walk and will not challenge anyone but the most novice fighting fan. In























fact, for those of you who are experienced MK veterans, immediately play the game on "Very Hard" because the most difficult part of the "Very Easy" difficulty level is making it to your next potty break, as there is no pause feature in the game.

All kidding aside, you can stall the game at the player select screen but, if you keep winning (my personal best is nine matches in a row, thank you very much) you are not allowed to break. Also, everyone has their favorite character and mine's Scorpion. If you execute on his chain pull and uppercut combo, you are going to move through the first few competitors pretty quickly.

Finally, for those of you who want to compare the SNES and Genesis versions, it goes like this; SNES: more voice, no carnage, baby death moves, digitized characters are a little clearer, unlimited continues GENESIS: code accessed blood and death moves, a little better control, maximum of 6 continues, tougher opponents.

Acclaim and Sculptured Software have done an excellent job of bringing the monster arcade hit to the SNES. Get your friends together and FIGHT! Mortal Monday is just around the corner and Scorpion, Sub-Zero, Kano, Sheng Tsung and the rest of the gang are waiting!

-Magilla

ACCLAIM
FIGHTING
2 PLAYER
16 MEG
AVAIL SEPT. 13













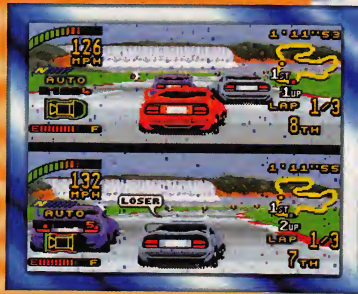
TOPGE



Kemco is back on the highway with their sequel to the best SNES driving game of 1991, Top Gear. The original was an outstanding cross country style racing game that remains one of my favorites and still holds up when compared to newer racing titles.

Top Gear 2 is a 16 country, 64 race marathon that challenges you with some of the fastest, toughest tracks around. By placing in the top 10 in a race, you will be allowed to continue to the next course/country. If you finish in the top 6 positions, you will earn moolah with which to upgrade your engine, transmission, tires, etc.

















AR 2

Top Gear 2's graphics are excellent, with fast, smooth roads, objects and vehicles that have you bending into every turn and pushing your head back into your seat. The music also sounds great and the game looks like a worthy sequel to the original. We've had a chance to play through the first few countries and the game looks very promising. Look to Game Fan next month when we will have a full review on Kemco/Gremlin's latest and greatest racing extravaganza.

-Talko























Hello...McFly...ya' call this a video game? I can't believe it! This game is not even up to first generation 8 bit standards. I've been playing video games for a long time and I've never seen a game slow down to a grinding halt when your character is the only object on screen that's moving.

If there were some other redeeming qualities to this game, I could overlook the slowdown, but there are none. Let's prepare a little checklist, shall we? Graphics: chunked, Sound: decent, but very repetitive, Control: it doesn't matter, Game Play: what game play? At best, there are 3 or 4 enemies on screen at once in this no-action platform game and they range from the ridiculous to the bizarre.

What is really insulting about Super Back to The Future II, however, is the developer's complete lack of regard for the game player. It's as if they said; "Well, it really doesn't matter now does it? The poor saps will play anything, and besides, what a great license"! Well, we won't and anybody who would consider releasing this feeble title into the American marketplace should really think twice before committing their marketing dollars to this one.

They should have titled this game Back to The Future I. I'm sure that Richie, Pottsie and the Fonz would have loved it and the people from the 1950s would maybe have even traded in their Hoola Hoops for this pile of goo. Magilla

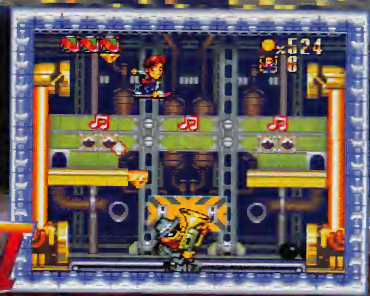












TOSHIBA/EMI
ACTION
1 PLAYER
8 MEG
AVAIL NOW JPN

©1993 TOSHIBA EMI Back to the Future II™ & ©1989 Universal City Studios, Inc., and Amblin. All rights reserved.

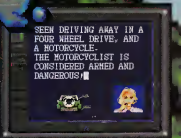


SUPER CHASE H.Q.











Gamers, this is Nancy...we have a situation! Taito is planning on putting gamers in the cockpit of a turbo-charged police vehicle in hot pursuit of a group of terrorists supplying weapons to a Central American dictator...this game is believed to be fast, armed and dangerous!

Super Chase HQ for the Super Famicom is the latest in Taito's long line of arcade and home Chase HQ product. SCHQ is a new twist on the theme, however, in that you actually go inside the vehicle and are presented with a high speed first person Mode 7 chase where the object is wreck or be wrecked.



The game will throw a ton o' stuff at you including; fire bomb tossing punk bikers, shotgun toting passengers and vehicles whose only purpose in life are to make sure you run into them and they, in turn will put the hurt on your shiny new police issue sedan.

Super Chase HQ is scheduled for release late this year in America, so polish that battering ram and get set for more carnage, courtesy of the folks at Taito.

- Talko

















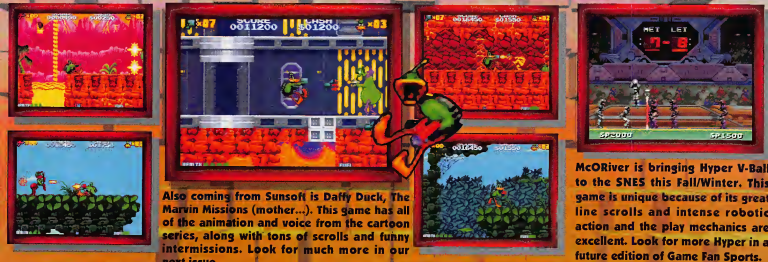
TAITO
DRIVING
1 PLAYER
8 MEG
AVAIL OCT.

NEXT REVIEWS





Sunsoft and Iguana Entertainment's Aero The Acro-Bat for the SNES is ready for release and looks like it may achieve gaming perfection. This multi-level action/platform game is definitely going to be competing for game of the year in this category. Look for a full review in the October issue of Game Fan.



Also coming from Sunsoft is Daffy Duck, The Marvin Missions (mother...). This game has all of the animation and voice from the cartoon series, along with tons of scrolls and funny intermissions. Look for much more in our next issue.

McORiver is bringing Hyper V-Ball to the SNES this Fall/Winter. This game is unique because of its great line scrolls and intense robotic action and the play mechanics are excellent. Look for more Hyper in a future edition of Game Fan Sports.



This colorful, unique looking game is Putty. It will be available at the end of this year from US Gold. Putty is very unique and addictive and is already becoming a favorite among our editorial staff. This European import is a good indication of the quality software that's headed our way from the other side of the pond.

Clayfighter is getting nearer to completion and its also getting faster with a cast of characters that will have you laughing out loud and wondering how they did it. The intro music is absolutely amazing with singing! This game was a hit on consumer day at the Summer CES and Interplay looks to have a big hit on their hands. Finally, a fighting game where you can mix it up with Elvis..."watch the hair, man!"

GO HAIRWIRE WITH YOUR SNES





He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for* Rocky Rodent*!

LICENSED BY Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

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8335 154th Avenue N.E.
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TM

AT LAST... USER-FRIENDLY FOOTBALL!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

Sammy®

Here's a football game with a difference: it's easy to learn! If you're tired of wading through long, complicated manuals and frustrated by complex controls, how about a game you can just sit down and *play?* FOOTBALL FURY puts you right into the action, with all the great strategy and play options of the real thing. Whether you're a rookie or a seasoned pro, if you like your football fast and furious... FOOTBALL FURY is your game!

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GAME FAN SPORTS

PREMIERE EDITION

INSIDE:

BILL WALSH COLLEGE FOOTBALL

DOMARK'S F1 GRAND PRIX

LEGENDS OF THE RING

MADDEN NFL '94

MEOLA'S SOCCER

AND MORE ...



GAME FAN SPORTS EXCLUSIVE:

SONY'S ESPN BASEBALL

PLUS:

TALKO TALK,

PLAY IN PROGRESS

AND MORE ...



Welcome to the first edition of Game Fan Sports, the first dedicated coverage of sports and sports video games by sports freaks for sports freaks. We hope you enjoy the presentation and writing and look forward to your comments and suggestions.

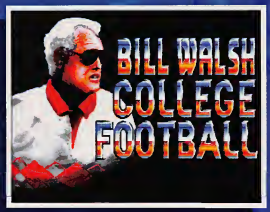
That being so stated, on with the program...It may just be me, but did any of you hoop fans out there notice the complete lack of coaching on the part of Paul Westphal of the Phoenix Suns during the NBA Finals? Every time the camera focused on him, he was staring off into space and his substitutions were awful. Two rookies in the lineup at crunch time of game 6? Tom Chambers scored in double figures in the first half and didn't see the light of day in the 4th quarter...sure, the guy has lost something to injuries, but do you really want Oliver Miller taking the critical shot? I don't think so!

While we're on the subject, here's hoping Chambers lands with a contender next season, he's probably still the best leaping white boy in the NBA and one of its most exciting offensive players.

In other news, the San Francisco Giants continue to whomp the bejeesits out of the competition... a 9-1/2 game lead at the break and did you catch the philly series? No Mattie Williams and they still hit the cover off the thing...Bonds is a God, and if their pitching holds up, they should have travel plans in October. As opposed to the Mets, who look like they're ready for Halloween right now...

Speaking of October, summer camps have begun for the NFL and many prognosticators are looking toward a Kansas City/Dallas Super Bowl...makes sense to me, as long as the offensive line at KC can keep Joe vertical and off the carpet (and his elbow, back, knees, etc.). Of course, San Francisco still has Young (or do they?) and should give America's Team, Jr. a run toward the NFC Championship.

That's Talko Talk for this month. I've got to lace up the Nikes and go dunk on Dr. E (he of the credit card vertical). Let us know what you think of Game Fan Sports...later.





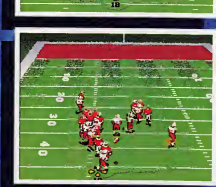
EA SPORTS
ELECTRONIC ARTS

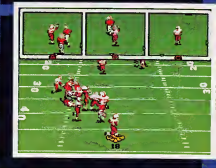
EA SPORTS
FOOTBALL
1-4 PLAYER
8 MEG
AVAIL. NOW







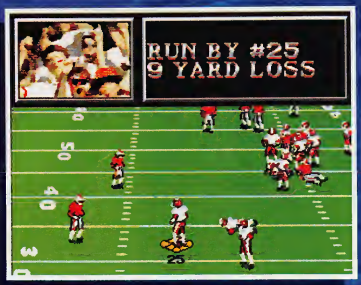




Thanks to EA Sports, The football genius of Bill Walsh has been transferred to silicon and is now available on the Genesis. Bill Walsh College Football brings all of the excitement of college football off the venerable gridiron and in to your home.

BWCF takes football artificial intelligence (AI) a step further than the current John Madden series and provides a computer opponent that is much more challenging than that of any 16 bit football game to date. The computer opponent will make quick adjustments to your play calling tendencies and the computer offense is much more aggressive than in previous games. The game also includes the formations and rule changes that make the college game unique. The bottom line is that, even for the most grizzled and seasoned electronic football veteran, BWCF will provide a palm-sweating, nerve-racking, good-time challenge.

Sure, the computer is a worthy opponent, but the fun in football games is the 2 player mode, right?



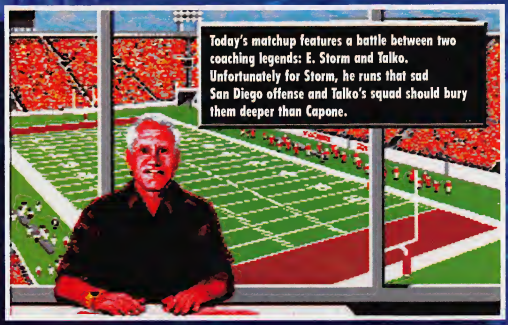


Would you believe 4 player? That's right, EA has had the foresight to bring their 4-player tap to market ($29.95 at a retailer near you) and it adds a whole new dimension to game play. The four players can choose to band together to take on the Genesis or they can go 2-on-2 or 3-on-1. In each case, one player is the play caller/quarterback and the others can toggle through and choose an offensive/defensive player to control, whoever presses the "B" button first takes control of the player closest to the ball. The end result of including the four player option is that Walsh becomes the ultimate weekend party game and the long term play value goes over the top.

Graphically, BWCF features very large, well-animated characters in a field perspective that is a little "higher" than the Madden viewpoint. The game makes extensive use of digitized images of Walsh, the fans, coaches, etc. as you make your way through the College Playoff Championship. Ron Barr, of "Sports By-Line USA" fame, calls the action and guides you through tournament play. The sound is decent with some strong, "college sounding" tunes and some good voice samples.

Additionally, BWCF features reverse angle instant replay, a fairly extensive playbook, user definable weather conditions, a team match-up analysis, decent statistical analysis and user-definable play and pass catch modes.

Bill Walsh College Football is an excellent simulation with great presentation and a worthy challenge. Even if you own every football game on the planet, this game is definitely a "blue-chip" recruit and should be near the top of your fall '93 video game wish list. Talko







SOCCER REVIEW

WORLD SOCCER

ATLUS
SOCCER
2 PLAYER
8 MEG
AVAIL. OCT.





Atlus is set to release their World Soccer game for the SNES and this game is a speed merchant! Atlus World Soccer '94 is the fastest soccer game I have ever played and while it can't really be called a dedicated simulation because of its arcade style speed and play, it looks to be one of the most entertaining soccer games available on any system.

AWS '94 allows you to compete in tournament and league play (saved to battery) among the world's elite in both the outdoor arena and in indoor play. The graphic presentation is excellent with a Mode 7 scaling field that puts you in the thick of battle. The options list is long, offering the player the ability to edit any team, or create his own, and save it to battery for future play. The game also features excellent sound, with fans that react appropriately to play, enhancing the feeling of being "in" the game.

Atlus, not really known for their sports titles, seems to have a really entertaining, fun to play game in World Cup '94. Look to the October edition of Game Fan Sports for a full review. Talko







FOOTBALL PREVIEW

Football Fury

AMERICAN SAMMY
FOOTBALL
2 PLAYER
8 MEG
AVAIL. NOW











American Sammy is bringing arcade style football to your SNES with its pending release of Football Fury. Football Fury is targeted directly at the arcade player with simple play mechanics and bright, colorful graphics that are designed to attract the action gamer. Although the game does offer a password feature for season play, it is not intended to be a dedicated simulation and is going to appeal more to the casual football fan. Football Fury allows you to get up and going quickly with limited play calling and more emphasis on arcade style control over your team. This is definitely in that category of "game manual optional" as you will find yourself coming to grips with the game very quickly. Look for Football Fury to appear in stores in late August/early September. Talko

This is a curve ball.



This is a changeup.



This is a fastball.



This is a cannon.





Humans and robots actually play side by side. Just be warned, the action is so fast and furious, your control pad might actually melt in your hands.



Exploding crackers dot the outfield. Hit one of these babies and, suddenly, you realize the bases aren't the only thing that's loaded.



Some of the coolest 16-meg graphics and digitized sounds ever on the Genesis. You'll definitely know if you're safe. Well, as safe as you can be in Super Baseball 2020.

Konan, pitcher, Battle Heroes: 156 mph fastball.

It's baseball, but it ain't hot dogs and apple pie anymore.

The smash-hit arcade game, Super Baseball 2020 comes to Genesis. One or two players compete at mind blowing speed.

Just try and keep up with it.



SEGA GENESIS

ELECTRONIC ARTS®

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EA Sports is set to release the best Madden yet in the SNES series; Madden NFL '94 and this one looks like it could grab the brass ring.

The first thing all Madden fans will notice about this title is the graphics and speed of play. This is the first SNES Madden to compete with the Genesis series play for play, head to head. The list of features is extensive; you can play in a full NFL season with playoffs and Super Bowl, all of the real NFL teams are in the game with their logos and team helmets, 80 teams including 12 franchise all star teams, 38 all time Super Bowl teams and 2 All Madden teams, color commentary from Madden himself, five player ability, a 360 degree instant replay camera that rotates according to your command and 72 offensive plays with play "flipping".

What words can't describe is the feel of this game. With the past two Madden SNES titles, the games both had that "stuck in the mud" feeling that you get with many SNES titles. Madden NFL '94 does not suffer from this, the game play is fast and fluid, the animation is excellent and the control is very accurate and gives you more of a feeling that you are right there in the thick of the action.

Look for Madden NFL '94 to ship in November and for a full Talko vs. E. Storm review in the October edition of Game Fan Sports. Talko

EA
FOOTBALL
1-5 PLAERS
8 MEG
AVAIL. NOV.

NBA SHOWDOWN

EA SPORTS
BASKETBALL
1-2 PLAYER
8 MEG
AVAIL OCT.















Those round ball freaks at EA Sports are back in the gym with their new b'ball title for the SNES, NBA Showdown. NBA Showdown is going to be the final game in the Lakers vs. Celtics series and EA Sports seems to have a game that takes full advantage of all that this engine can provide.

NBA showdown features complete rosters of all 1993 NBA teams, complete with all-star squads and, for the first time in the series, you can play an entire 82 game season with playoffs and the battery backup will track the league standings and league leaders in 6 different categories. The game also allows you to create your own "dream team" and to trade players throughout the season; 4 different seasons can be saved at the same time. Best of all, NBA Showdown plays twice as fast as Bulls vs. Blazers and even offers an arcade mode for faster, arcade style action. In addition, all of the features that you have come to expect from EA Sports are here including; signature moves, instant replay and the T-Meter (TM) free throw system.

Look for NBA Showdown to appear on retailer shelves in November and for a full review in Game Fan Sports next month, where I will take the game up and down the court and, I can assure you, the Suns won't lose this time! Talko









LEGENDS OF The RING









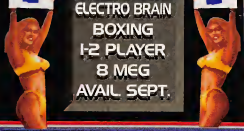
GENESIS

Legends of The Ring, from Electrobrain for the SNES and Genesis pits you against some of the greatest boxers of all time; Sugar Ray Leonard, Thomas "Hit Man" Hearns, Roberto Duran, et. al. are present in their silicon incarnations to challenge you for the crown.

The SNES and Genesis versions of this title are essentially the same, so we will review them both together and point out the differences. LOR benefits from large sprites and good animation (courtesy of Sculptured Software, the NCAA design team) and the game play, especially in the SNES version, does a good job of establishing that rhythm that boxers can get into. The basic theme and control of the game does not stray too far from the "punch until your thumbs bleed" type of game but there is more strategy involved in terms of how you read the other boxer.

In addition, the game offers you a career mode that lets you progress through a 6 fight schedule leading to the Middleweight Championship that can be saved via a password feature. You can also customize the strengths of your boxer and even what he will look like. The SNES version boasts a little better color and animation than its Genesis cousin, but the Genesis game shows more sweat and blood. It is also easier to get in that rhythm on the SNES version. For those of you that own both systems, I prefer the SNES version. It is more realistic and the control is better. Also, the stat tracking on the Genesis version is a little suspect (i.e. punching a guy 98 times in a round when he punches you 23 and you lose the round).

Along with Ali Boxing from Virgin, Legends of The Ring is the cream of the boxing crop. It's not perfect, but it is among the best we've got. Talko.











SUPER NINTENDO

TRADEWEST
DRIVING
1-2 PLAYER
8 MEG
AVAILSEPT

SUPER OFF ROAD The BAJA























Tradewest is set to deliver the ultimate off road driving challenge with Super Off Road, The Baja. Trust me folks you didn't know what your SNES was capable of before this game. SOR makes liberal use of Mode 7 with huge characters and scaling hills that, to this point, have not been possible within the confines of Mode 7.

The game is an off road battle royal that takes place in Baja, California with 3 separate challenges; the Mexico 250, the Ensenada 500 and the Baja 1000. The races vary in length, with the Baja 1000 being the longest at 8 stages (incorporating the 4 stages found in the first 2 trials).

The first person graphics in SOR are outstanding, easily the best to be produced for the system to date. SOR has got a lot of that "Road Rash" feel to it (ask the guy you just mowed down on the ATV, he's really feeling the "rash") and the programmers at Leland Corp. have successfully integrated the use of Mode 7 backgrounds with re-drawn sprites and road side objects.

With all the technological achievement in this game, what really grabs you is the game play. Although fairly simplistic in its drive and shop approach, the addictive qualities in SOR are enough to keep any driving fanatic's foot to the floor (or thumb to the pad, as the case may be). Look for a full review next month when we take this mud slinger through the editorial wringer. Talko

I love what you do for me!

BASEBALL PREVIEW





SONY
BASEBALL
2 PLAYER
16 MEG
AVAIL. OCT.



Sony Imagesoft is bringing broadcast quality baseball to your Genesis with ESPN Baseball Tonight, hosted by Chris Berman.

The game, even at this early date, is a revolutionary sports title in its use of 30 frame per second animation on the players and its excellent first person presentation (similar to Relief Pitcher in the arcades). It is being programmed by Park Place and the emphasis has been placed on developing the most realistic playing baseball game yet. It is set to include features like; night games, realistic ball physics, statistical tracking and a full complement of Berman's favorite sayings.

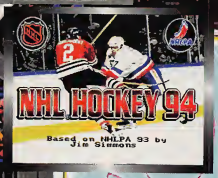
Look for Game Fan Sports to be backbackbackback-back with a full review of ESPN Baseball Tonight in our October issue. Talko







HOCKEY PREVIEW







EA Sports is back on the ice with their latest improvements to the king of hockey games, NHL Hockey for the Genesis and they have improved the title to near perfection.

NHL '94 is a great improvement over NHLPA '93 with new features that include; manual/auto goalie control, a shoot-out game, penalty shots, bench and board checks, an on screen crowd meter to indicate the crowd's impact on players, compatibility with the new EA 4 player tap, variable player ratings for players on hot or cold streaks, save player records for each player, an improved record keeping system for player stats through the playoffs, flip passes, reverse angle replay, automatic line changes, player profiles with digitized pictures and "hot" and "cold" ratings, new music (that is particular to the home team) and new crowd animations.

NHL '94 also features a new user save feature that lets players save their teams and stats to battery to establish a type of "Hall of Fame" that keeps on going won/loss percentages, goals, assists, etc. for that (human) player. It is really an innovative feature that enhances the long term play value of the game.

Look for NHL Hockey '94 to appear in retail outlets near the middle of September and for a full review in the October edition of Game Fan Sports. Talko

EA SPORTS
HOCKEY
1-4 PLAYER
8 MEG
AVAIL NOW







Incredible! The ultimate sports arcade translation has arrived for the Genesis; Super Baseball 2020 from Electronic Arts. I thought the SNES version was good, this is absolutely brilliant! With the exception of the close-up scaling and some crowd animation, everything from the Neo Geo version is here. In fact, the game play and control is better than the Geo version. For example, in the Geo game trying to leap and snag a long drive was next to impossible, in the Genesis version it can be accomplished semi-regularly. The pitching is also much better, with starting pitchers that can make it into the 6th and 7th innings. The crackers (bombs for those of you who are not familiar with the game) are also here (they were noticeably absent from the SNES version).

Graphically, this is the best 16 bit version of 2020. Most of the color, resolution and animation made it through the translation process and the game really gives you the feeling of having that $600 Neo Geo sitting on your living room floor instead of the $89.99 Genesis (available at a retailer near you!). The music and voice are well done as well, with clean digitized samples that capture the spirit and feeling of the arcade title. The only negative that I can see in the game is that, when you hit a screaming liner to either right or left field, you get some flicker as the ball pushes the screen a little faster than it wants to go. But, this is extremely minor and does not effect game play in the least.

There is no question in my mind; Super Baseball 2020 is the most entertaining baseball game to date on the Genesis. Both baseball purists and arcade action fans alike will be pleased with this title. For $49.95 (MSRP), it's the cheapest season ticket around! Talko

GAME FAN MAGAZINE AND ELECTRONIC ARTS PRESENT

THE SUPER BASEBALL 2020 FIND 'EM AND WIN CONTEST

Just find the Super Baseball 2020 characters hidden throughout this issue.

(Not including the Super Baseball 2020 editorial review and advertisment.)

GRAND PRIZE:

The Grand Prize winner will recieve: The mechanical arm featured in the ad, 4 tickets to a 1994 Baseball game of their choice, one Super Baseball 2020 video game, one Super Baseball 2020 baseball jersey and a one year free subscription to Game Fan.

FIRST PRIZE:

The 5 First Prize winners will receive:
4 tickets to a 1994 Baseball game of their choice
One Super Baseball 2020 video game.
One Super Baseball 2020 Jersey.
A one year free subscription to Game Fan.

SECOND PRIZE:

The 10 Third Prize winners will receive:
One Super Baseball 2020 video game.
A one year free subscription to Game Fan.

THIRD PRIZE:

The 10 Second Prize winners will receive:
One Super Baseball 2020 Jersey.
A one year free subscription to Game Fan.

The correct number of characters must be answered to be eligible for the random drawing to win. Entries must be submitted on a postcard (no envelopes please). Multiple entries accepted, but each must be sent in separately. No mechanical reproductions accepted. The deadline for entries is December 1, 1993, and all entries must be received by that date to be eligible. Mail all entries to: EA/GAME FAN 2020 5400 Independence Ave., Woodland Hills, CA 91367

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No purchase necessary. For the answer, send a stamped, self-addressed, business-sized envelope to Super Baseball 2020 Contest, c/o Game Fan Magazine, 5400 Independence Avenue, Woodland Hills, CA 91367. All winners will be notified by mail.

Twenty-six (26) winners will be selected from a random drawing by the Game Fan judges, who shall have complete and sole discretion in selecting winners. All decisions are final. All taxes on prizes are the sole responsibility of the winners. Winners release Game Fan Magazine and Electronic Arts and their subsidiaries and affiliates in all matters relating to the use of prizes. No substitution of prizes or cash equivalent allowed. One prize per family.

Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law, and otherwise governed by California law.



DOMARK
DRIVING
1-2 PLAYER
8 MEG
AVAIL SEPT.



F1 GRAND PRIX







The fastest racing game on the planet is about to appear on the Genesis, courtesy of the driving fanatics at Domark and Tengen. F1A Formula One World Championship is going to be the 16 bit driving game that all future F1 games will be judged by. No FX, no DSP, no CD required here. All that is required to make your eyes water is 8 meg of phenomenal programming by the folks at Domark. The speed (in normal mode, there is also an ultra-fast Turbo mode) is mind blowing and the game moves polygon tunnels, "texture-mapped" signs and bit-mapped trees with such speed and ease that you will forget there ever was an FX chip. The game features 12 detailed official Formula 1 tracks, including beautiful renditions of the San Marino(Imola) and Britain(Silverstone) courses, 4 levels of difficulty and the best and fastest 2 player split-screen driving yet on a home system. Domark has taken the Genesis and given it a nitro boost. In fact, don't be surprised if your AC adapter heats up and the Genesis rips across the living room floor. F1 World Championship will be available in October and we will have a full review in Game Fan Sports next month. Until then, I feel the need for speed... Talko















F1 ROC II



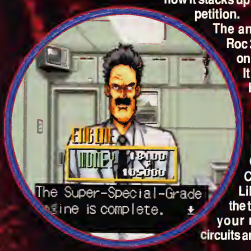
SETA
DRIVING
1 PLAYER
8 MEG DSP
AVAIL. OCT.







First shown back in Issue #5 of Game Fan, The American release of Seta F1 ROC 2 is nearing and we thought it would be appropriate to take another look at this speed burner, six months later. Since that time, we have had the chance to preview and review Top Gear 2, Nigel Mansell, Super Off Road, The Baja and Lamborghini American Challenge, among others. We thought you'd be interested to see how it stacks up to this formidable competition.



The answer is; very well. F1 Roc 2 is still the fastest thing on wheels and in the SNES. It controls extremely well, has a wide variety of options and tracks and has battery backed-up RAM to save your progress through Class C to the F1 World Championship circuit. Like many racing games, the trick in this one is to earn your money on the easier circuits and save it to begin building up your engine, tranny, etc. before you tackle the more competitive races. Even after you win a race, the game allows you to go back to that and continue earning money from that circuit.

F1 ROC 2 is a well executed game that gets high marks for its speed and game play. The only complaint I have is one that really applies to most Mode 7 racers; the games come off looking too flat and, with the new generation of 3D racers coming to market soon, the end result is that, graphically, F1 ROC 2 looks less realistic than some of its newer competition. This is really a minor point, though, because the key to success in this game is the strength of the game play; that's what will keep you coming back to it and that is what will get you to go out and buy a piece of the ROC.

Talko









Tony Meola's SidekickS





ELECTRO BRAIN
SOCCER
2 PLAYER
8 MEG
AVAIL. NOV.









Electrobrain is set to continue their movement into the sports video game market with Tony Meola's Sidekicks Soccer.

This game is being designed by Sculptured Software, the same team that did NCAA Basketball for HAL(remember them?) and Nintendo. Like NCAA, TMSS makes use of a modified first person, Mode 7 perspective that follows the movement of the ball as you play.

The game has all of the options that you would expect out of a first class soccer game; tournament and head to head World Cup play, user definable defensive and offensive alignments, full player substitution with attribute rankings in four different categories and a unique handicapping system that allows you to adjust play for friends that may not be up to your speed.

We will keep our eye on this title. The graphic perspective is extremely well done, the game has a lot of options and it looks like Sculptured is making an effort to provide the soccer fan with the most complete, accurate soccer simulation ever. Look for more in a future edition of Game Fan Sports. Talko













HUMAN
SOCCER
2 PLAYER
8 MEG
AVAIL NOW

SUPER FORMATION SOCCER

The sequel to arguably the best home soccer game of all time is here, just in time for the World Cup. Human's Super Formation Soccer 2.

All sports game developers please take note: When developing a Mode 7 3D sports game, look at this title. It has the highest resolution, smoothest scaling ever in a SNES/SF game and at no time does the programming team attempt to re-draw the players to make them look as if they are "scaling". This has been the Achilles heel of games such as John Madden and NCAA Basketball. Human also has a baseball game nearing completion that makes use of this 3D engine that we are looking forward to here in the sports department.

If you enjoyed the first title, there is much to like about the sequel. The first thing you will notice, and you should start picking up on it mid-way through the first half when you are getting waxed about 6-zip, is that the computer is one tough opponent. In fact, Team USA looks like a soccer god in this one. The second thing you will be pleased with is the player control. Everything in the game can be customized, from the offensive/defensive setups to goalie control, and you have a wide array of offensive and defensive tactics at your disposal, including lofted kicks, line drives, headers, chest catches, flip kicks, slide tackles and shoulder tackles.

If you are ready for a major soccer challenge, Formation 2 is an 'E' ticket ride for footie fans. Look for this game to make it to the US soon but, if you can't wait, Human has got your import number. -*Talko*

Play in Progress

The big news this month sports fans is that EA Sports is set to release their first game for Sega CD, Bill Walsh College Football CD. The game promises to bring all the hard hitting action of the Genesis title to CD with digitized video of Walsh and audio of Walsh and Ron Barr, look for the game to hit retailer shelves in October.

Also in EA news...EA Sports Soccer will be coming to the Genesis this November and it is the best looking and playing Soccer game that my Talko eyes have ever seen. With a 3/4 perspective and some of the best animation in a sports video game, EA looks to have another winner. In addition, as has already been reported, Shaquille O'Neal has signed on to do a series of B'ball titles with EA. What's news, however, is that EA Sports will develop a new graphic engine to complement the Shaq license. I'm betting that the engine will come directly from PC land and the Michael Jordan in Flight 3D sim,...here's hoping!

Also on the CD front for Sega...Sega itself is busily preparing World Series Baseball CD for a late fall release. I haven't seen much of the game yet (other than an outstanding intro sequence involving a Blade Runner type city that you zoom into right into the ball park) but my sources tell me that it will be a scaling fest with a dedicated first person presentation that will blow you away...Domark is working on a CD version of their incredible new Genesis driving game, Formula 1 Grand Prix, that should set new standards for graphics and speed in a home racing game. Look for it to appear late this year or early next.

In SNES news...Jaleco's Bases Loaded 2 will be coming later this year and it looks great. The game makes excellent use of Mode 7 and lets you play in a pseudo first person environment...Capcom has delayed MVP Football once again, we probably won't see it, if ever, until the first quarter of '94. Football games are abundant and it's very competitive out there. I think Capcom is wise in delaying and in trying to make sure that they have something more than a Madden clone...Speaking of football, as you can see from the screen shots, Tradewest, Leland and Troy Aikman are hard at work on Troy Aikman Football Signature Edition, we will have the preview on this exciting title next month... Lastly, Nintendo has a 16 meg Ken Griffey, Jr. baseball game planned that makes use of a 3D viewpoint a la NCAA Basketball and their new hockey game. My guess is that this title is actually the American version of the new Human baseball game due later this year in Japan...We'll see, just as long as it doesn't come from the stellar team that brought us Super Play Action Football...YAWN!

See you next month...



TROY AIKMAN & THE LELAND DESIGN TEAM



OKAY, SO HOOK AT THE FIRE HYDRANT



EA SOCCER



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EA SOCCER

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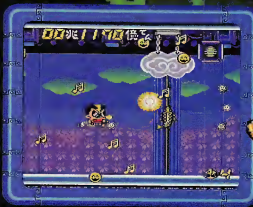
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HUDSON
SHOOTER
1 PLAYER
SCD
AVAIL. NOW JPN.

Ok, Bonk was cool. It had no scrolls, but it was cool. Bonk 2 & 3 were fine too, no scrolls, but they were more head bashin' fun for Bonk fans. Then, finally, Air Zonk came out and...it had scrolls! Lots of 'em, and it was excellent. It scored great in Viewpoint and sold like Sushi in Japan.

Now, when I heard about Zonk CD, I thought, whoa! This has got to be awesome; Mega scrolls, great tunes, animation, I can't wait! Boy, was I wrong. You wanna know what Bonk CD has? No scrolls, nada. No animation sequences and kooky music, no kidding. If that isn't enough, they took the original Air Zonk character out and replaced him with a non-animated baby sprite and Zonk's morphs are now graphically uneventful and downright stupid. This is a poo example of a CD game, it's pure 8 bit. It's lik going back in time...way back.

We don't usually rate bad games in Gam Fan, but of all the games out overseas this hunk of doo is probably the on that will make it over here. Figur that one out and you're the gran prize winner! "Hmm, let's see there's SF2, Castlevania, Gradius Twin Bee, Fatal Fury and Y's s. Hey Let's bring out that Zonk game, they like that one. No offense TTI, we know it's not all up to you, but please play thi game and then ask yourself: Is it really worth the effort? Leave it in Japa and bring us something with meat o its bones.

E. Storm





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If you're a PC Engine CD owner and you're tired of shooters and RPGs, Micro Cabin has a new game you just might like, Mystic Formula. In this 2 player simul. overhead action shooter, you'll choose from 4 characters, each with different strengths and weaknesses such as speed, agility, shot power and special weapons. High points here are excellent intermissions, good detail, well drawn graphics and a good soundtrack. Downfalls would be the slow speed and easy difficulty but, as an overall package, Mystic Formula comes across as a good effort in a genre of game that is sorely missing on this system. Keika





THE ELIMINATOR The 1st & best fighting joystick to offer compatibility with both the Sega-Genesis & Super Nintendo systems. 2 in 1 With adjustable turbo speed & a slow motion option, this Alston 8-button controller will make you the champion of the upcoming 6-button Sega-Genesis games. On games like MORTAL KOMBAT & STREET FIGHTER II, if you don't have THE ELIMINATOR, you better be ready for defeat.

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ASTRAL TRACKBALL Alston's newest release will make your idea of joysticks do a 360 degree turn. With the 2 in 1 ASTRAL TRACKBALL, you will experience control like you've never felt before. This controller offers not only adjustable turbo speed and slow motion option, but also hands free, automatic fire. With the trackball, you will discover faster response and reaction time than you ever thought was possible. It will be available this November.

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Included in every Alston product package are 2 scratcher game pieces. These game pieces will entitle the bearer to a variety of prizes. With winning game pieces revealing prizes ranging from various Alston products, to the Grand Prize, a Sega-Genesis CD system, Alston makes you the winner. Purchase an Alston product today, and test your luck on the scratcher game pieces. These game pieces are void where prohibited by law.

DRACULA-X

Devil's Castle



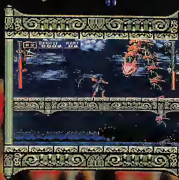
KONAMI
ACTION
1 PLAYER
CD
AVAIL. OCT.



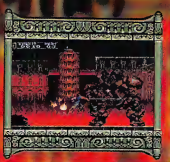
















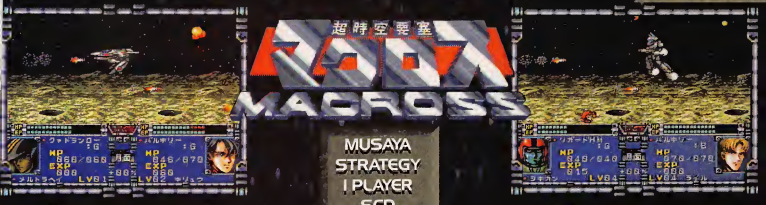
Hold on to that Duo! It's been a hundred years and Dracula's back to do battle with the Belmonts once again. This time out, it's Simon's great grandson, Lihiter Belmont. Things have been quiet in Transylvania, almost too quiet. Very slowly, over many years, the power of darkness has been growing in the devil's castle, undetected until now. Dracula has been reborn after 100 years of peace and since Sonic, Mario and Wonderdog are all on location, the meek and frightened would be lunch townspeople bug the Belmonts once again. "Ok, ok, I'll go kill the evil blood sucker". What will ultimately set this version of every one's favorite game apart from the rest will be the animation sequences, huge bosses and phenomenal CD soundtrack. One thing I can tell you for sure is that this will definitely be the best action game ever made for this system, no doubt about it. Thing is, if you want to play it, and I know you do, you'll have to buy it as an import as it will surely never see the light of day over here. For some reason, none of Konami's PC Engine titles have made it stateside, a puzzling fact. Lucky for us, more and more retailers are now carrying import titles, so it shouldn't be too tough to get. So, wait 'til the sun comes up this October, and raise your Duo from the dead with Castlevania.

E. Storm









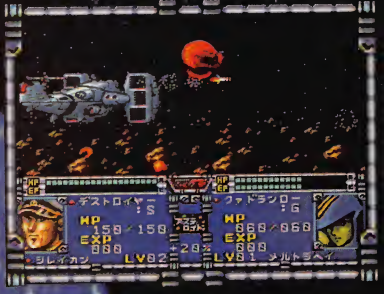
MUSAYA
STRATEGY
1 PLAYER
SCD
AVAIL NOW

As you may know, Macross is the Japanese name for Robotech. This story takes place after the popular TV shows, but all of the characters from the cartoon are here.

The music and animation segments, in fact, are exactly like the cartoons. The game play in Eternal Love Song is standard strategy and the characters in the fighting portions are a bit small. This title will most likely appeal to Macross rather than strategy fans as it has limited weaponry and loads to the point of becoming annoying, nevertheless this was a big title for the PC Engine CD-ROM. It may also be the perfect first game for newcomers to the strategy field.

Keika













SEGA GENESIS

GO AH

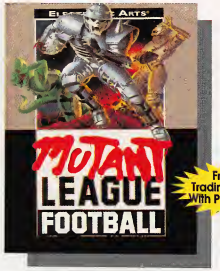
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Genesis



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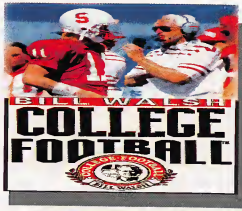
Genesis



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Genesis



Sega Genesis

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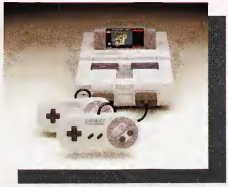
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SUPER SET

NINTENDO



SUPER NES



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Super NES



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SAMURAI SHODOWN

SNK
FIGHTING
1-2 PLAYER
118 MEG
AVAIL SEPT.





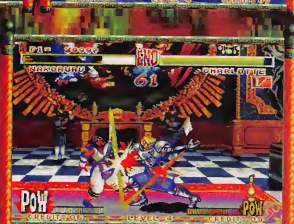

In the never ending quest for fighting game supremacy, SNK and Alpha Densi (for Neo Geo) have created five excellent games; Fatal Fury 1 & 2, World Heroes 1 & 2 and the Art of Fighting, which, for many, stands as the best fighting game next to Street Fighter 2 ... until now.

SNK's latest creation is Samurai Showdown...the rules just changed. This isn't just a game, it's an environment...you go there. SNK has taken the zoom technique to new heights as you now zoom way in and way out, exposing some of the most incredible animated backgrounds you have ever seen. This all new cast of characters mixes super human and beast perfectly for what has to be the most well rounded lineup so far in a fighting game. My personal choices are Genan Shiranui (the crazy, mutated cave dweller with the Freddy claw) and Tam Tam (a huge masked human/demon who howls furiously). Genan works well by stopping and holding (while they choke) faster enemies with his Poison Blizzard

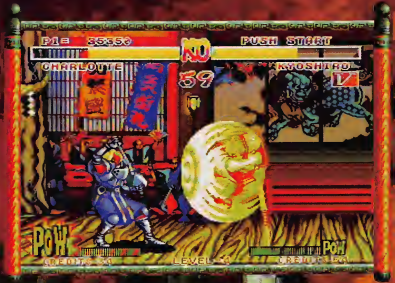
















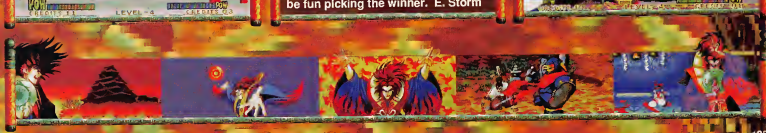


then, just as they come to, you hit 'em with the Butcher Thrust then land on 'em, grab and drill a hole in their chest with your claw. This three point attack, when timed perfectly, will usually end with Genan licking his claws clean as he waits for his next victim. With Tam Tam, because he's a bit slow, try to stay back and time your Mura Gaburu (fire breath) just right. It hits the ground then shoots upwards, catching enemies as they jump toward you. If they do get close though, use kick or the Paguna Paguna,a deadly cartwheel. Follow either of these immediately with your Mura Gaburu and just wear 'em down. These are my favorite characters because they are the least human. I like that, but all of the characters have great moves, especially Earthquake. When he grabs you and farts on your head, it's awesome. Every character also has special moves to find that are unlisted. We'll cover all of these next month when we go blow by blow into Samurai Showdown. So, a new competitor has arrived, just in time for Super. It's gonna be fun picking the winner. E. Storm










KO
IPPON!


KO
POW


KO
POW

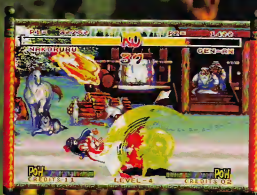

KO
POW

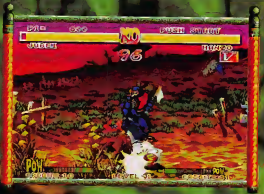

KO
POW


KO
POW


P1=
NAKORURU
KO
HAKUSHI
84
POW
CREDITS 17
LEVEL-1
CREDITS 34


KO
POW


KO
POW


KO
POW

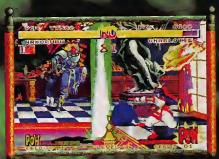

KO
POW


P1=
EARTHQUAKE
POW
CREDITS 10


P1= 12262
END
NAKORURU
AMAKUSA
83
POW
POW
CREDITS:14
LEVEL-1
CREDITS:54














PUSH START
AMAKUSA
POW
CREDITS:54

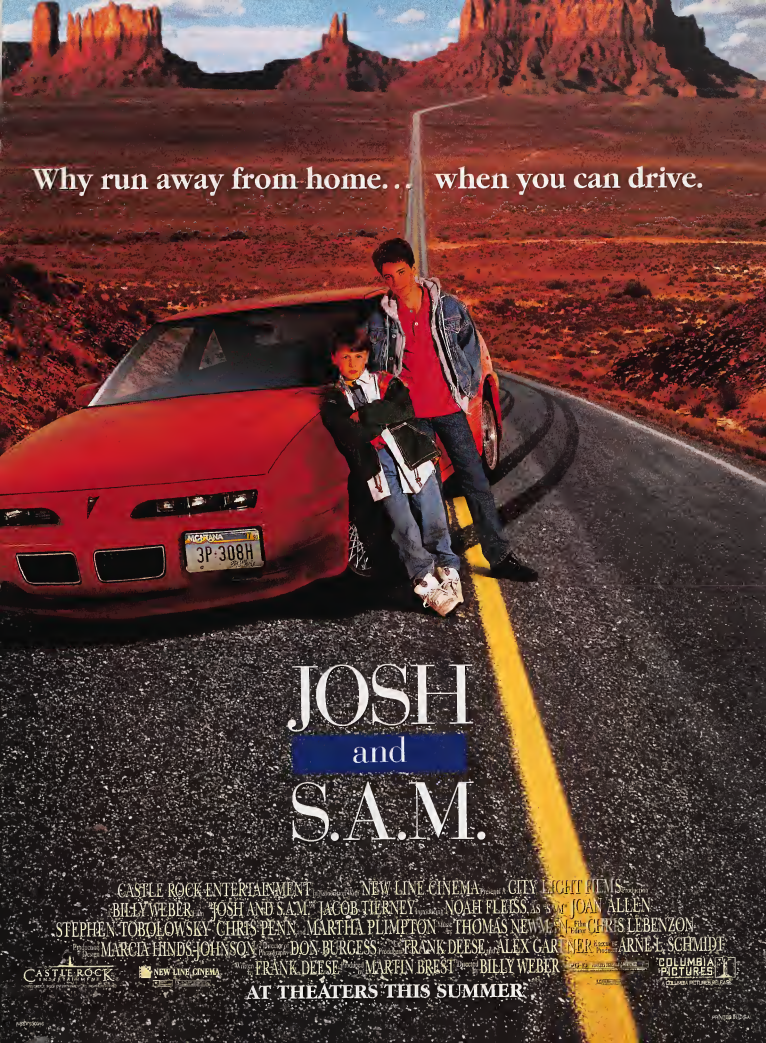

NO
42
POW
POW




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71
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TAM TAM
89
AMAKUSA
POW
POW
THE FINAL SHODOWN!


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COLUMBIA PICTURES
AT THEATERS THIS SUMMER

3DO

The time is drawing near...it's less than two months before the official launch and release of Panasonic's 3DO system and we at Game Fan are expecting our review unit any day (if you drive by the offices, you can tell by the 5 or 6 guys standing out in front with glassy eyes and drool forming at the corners of their mouths, looking longingly for the Fed Ex guy).

The latest and greatest rumors surrounding the release of the system are intense. Our sources (well placed in the industry, of course) have indicated that the release price may drop as low as $499 for the system and come packaged with some gaming goodies the likes of which have never been seen in the history of packed-in "freebies"! If these rumors are true...look out 16 bit, the times they are a changin'. This price point and the quality of the pack-ins could cause the 3DO's initial sales to rocket through the stratosphere.

In the meantime, development continues on all of the software you have seen within the pages of Game Fan. New pictures and info. have been hard to come by this month but, as you can tell by the accompanying screen shots, the folks at Crystal Dynamics have been hard at work on Crash & Burn and Total Eclipse and they look to be instant 32 bit classics. The final versions of these games should be mind blowing.

Stay tuned to Game Fan next month when we will give the system the once over and have full reviews on both Crash & Burn and Total Eclipse and whatever else we can get our hands on, as our 3DO section expands to cover these great new titles. The next generation is around the corner, see you next month!

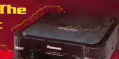
-Talko











Crash 'n Burn



Here it is and it's almost finished. Crash & Burn is set to redefine how you think about home driving games. As you can see by this latest round of screen shots, CB offers graphic realism that has been, to this point, unachievable on any home system. Next month is show time. Look for a full hands on review in the October issue off Game Fan.









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MARTY REVIEW

TURBO OUT RUN





















Turbo Out Run is one of the classic FM Towns games that is now available for the Marty. Although not completely true to the arcade original, TOR is a fast, colorful 16 stage cross country run that takes advantage of the Marty's 32 bit hardware.

TOR does not use any hardware scaling (all objects are re drawn with many frames of animation thanks to the CD's storage capacity) and some of the larger roadside objects from the arcade version are missing, but the presentation still comes off as arcade quality and the game, although way too easy to beat, even on the highest difficulty settings, plays as well as its coin-op cousin. Turbo Out Run is one of those very rare games that are incredibly easy to beat but so addictive that you don't care, and that keeps you coming back for more. All you have to do to compare 16 to 32 bit is to look at the Mega Dive and Marty versions of this game. To anyone that has played both, the difference in quality is startling.

If you liked Turbo Out Run in the arcades, then you are going to be very pleased with the Marty translation. Although it may be a little difficult to find, it is definitely a game all Marty owners should have in their collections.

-Talko

Last Survivor

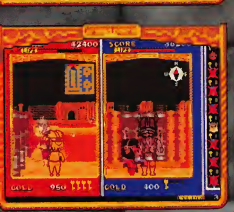




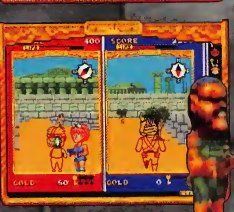




















Here is one of the older Towns creations by CRI that you can now play on the Marty, Last Survivor. In this fun one or two player contest it's kill or be killed as a whole slew of wacky characters are turned loose in a huge maze, each with a key to the exit and the gold. Chase 'em down, roast 'em and steal their key. Get 4 keys and make a break for the exit, that's Last Resort. Along the way, you can duck into a shop for some armor or gun power or a map fort to get a view of the play field. Your character is transparent so you can see everything around you very clearly and the soundtrack for each level is a cool arranged tune.

I remember when I first played this game back in '90. I was so impressed with the clean re drawn scaling. Now it's '93 and I just got done playing Silpheed; a 16 bit game that scales massive polygons with ease. So now, I'm not all that impressed with the scaling, but the art, color and resolution still look great and, most of all, Last Survivor remains real fun to play alone or 2 player, and that's what really counts.

-E. Storm

HANDS ON

SPOT PORTABLES

This is an excellent translation of Spot, minus the scrolls. Virgin has done a terrific job of cramming most of the animation and game play from the Genesis version into the potent portable. I am amazed that a unit that is essentially the old Master System can deliver color and animation like this. A solid winner and must buy for any Game Gear owner.



THE INCREDIBLE CRASH DUMMIES™

Crash Dummies is a surprisingly good multi-level action game with varying play mechanics. In this game you can drive, pilot a boat and hit the bricks all in an attempt to hit the bulls-eye and wreck you and your vehicle. Graphically, Crash Dummies has good color and animation and is a solid Game Gear effort, definitely worth a look.



RoboCop 3





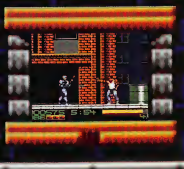


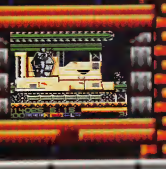


Robocop 3 is a translation of the old Data East (arcade) and Amiga game. Although the action and graphics are good for a Game Gear title, they are not outstanding and the original game dates back to 8 bit anyway, so this is right up the Game Gear's alley. The game play is essentially typical side scroll shooting action with a limited number of objects on screen at any given time. Robocop 3 is good for some mindless shoot 'em up action but not one of the Game Gear's best.















This is an incredible translation of the arcade game! The first words out of your mouth will be "how did they do this?" The digitized graphics on the Game Gear version rival those the Genesis and SNES versions and the game plays surprisingly well with two buttons (actually three, start blocks). The game cuts back on the number of backgrounds and frames of animation and there is some graphic breakup but other than that this is as good as it gets on the Game Gear.





GAMEFAN'S

IMPORT RPG SPECIAL

As the U.S. market continues to turn it's back on RPG's, the Japanes market continues to flourish. Here are some of the latest offerin from Japan, as well as 5 that are scheduled for U.S. release (Lufia, 7 Saga, LandStalker, The Secret of Mana, and Phantasy Star IV.) Will t U.S. ever catch up to the Japanese market? How well these 5 titl sell will probably play a vital role in that decision. Besides the gam shown on these pages, Heimdall, Final Phantasy III, Lunar, and V are also scheduled for U.S. release this year. Now if the censo would leave us alone, maybe games like 3X3 Eyes would begin appear. The struggle continues ...





3x3EYES

It took over 2 years to bring one of Japan's most popular cartoon characters to the Mega CD. 3 X 3 is a story filled with evil as a young girl, who when angered, reveals a third eye and turns into a horrible demon, struggles to become human after her father is brutally slain. Unfortunately though, she leads the only boy who can help her to his death and has to mark him with the curse of the undead so that they together can search for the truth. To really understand 3 X 3, you can now but the 4 part English speaking versions of the video at many video retailers. The first thing I noticed with this game was the quality of the music and animation during the intro., it's done really well and sticks to the cartoon. Once the game begins, you see where the two years went. Everything in the towns is highly detailed and there are a lot of people to talk to everywhere, many of which talk back with real speech. It takes about 1 hour or so before you even get to a dungeon, where you'll see the fantastic, acted-out fights take place. This feature also shows where much of the development has taken place. So, graphically, 3 X 3 definitely delivers. Between scenarios, more cartoon footage is displayed featuring unspeakable carnage from the original story, which is probably the main reason 3 X 3 will stay in Japan. However, if you are a patient RPG veteran, willing to spend some time and do a lot of talking in and around towns until you figure out the key to each scenario, then you should, by all means, go find this game. We just got ours before the close of this issue. So, to make it easier on prospective players, we'll go in depth and show you lots more next issue. I believe 3 X 3 Eyes will keep a lot of us busy until the end of the year when our RPGs come out.

-E. Storm











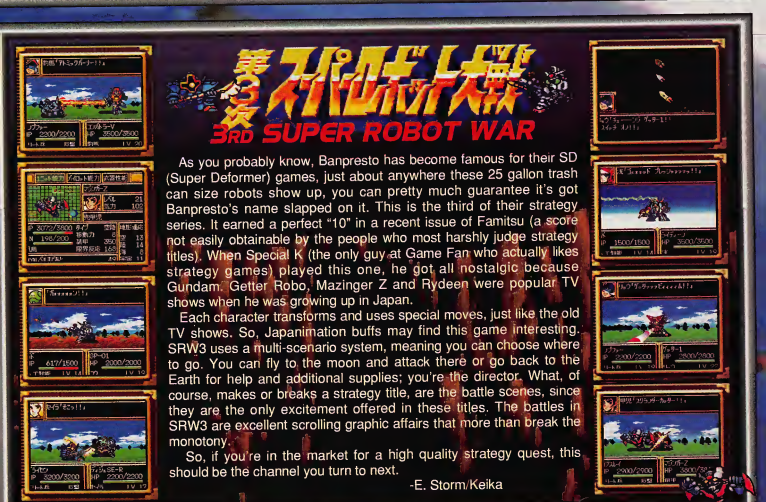






...Phantasy Star IV. Remember, back in the days of the Genesis, how Sega's system was the only one that had a real battle system? Well, Phantasy Star IV has the most complex battle system ever. 10 tactical attacks, that won't be in the manual, but you can do it (they want you to experiment). There's also a new macro system which allows you to program in all of your attacks at one time for all five characters (instead of one at a time like 2 & 3), then sit back and watch the action. There are 3-7 techniques for each character and remember the old houses? Well, now you actually walk in and see everything, and their looks constantly change as each town has it's own architecture. With 24 megs comes added detail, animation, background graphics and length; 16 just wasn't enough.

This is going to be one incredible RPG! PS4 will be loaded with sub levels, but has only a single ending. The good news is that SOA is already translating PS4 for a US release. So hopefully we'll get to play it in English before the close of '93. So far, Lunar, Hamdall Landstalker and now PS4 are all coming soon to our Segas. Are RPGs finally getting the recognition they deserve? Only time will tell. -E. STORM/



As you probably know, Banpresto has become famous for their SD (Super Deformer) games, just about anywhere these 25 gallon trash can size robots show up, you can pretty much guarantee it's got Banpresto's name slapped on it. This is the third of their strategy series. It earned a perfect "10" in a recent issue of Famitsu (a score not easily obtainable by the people who most harshly judge strategy titles). When Special K (the only guy at Game Fan who actually likes strategy games) played this one, he got all nostalgic because Gundam, Getter Robo, Mazinger Z and Rydeen were popular TV shows when he was growing up in Japan.

Each character transforms and uses special moves, just like the old TV shows. So, Japanimation buffs may find this game interesting. SRW3 uses a multi-scenario system, meaning you can choose where to go. You can fly to the moon and attack there or go back to the Earth for help and additional supplies; you're the director. What, of course, makes or breaks a strategy title, are the battle scenes, since they are the only excitement offered in these titles. The battles in SRW3 are excellent scrolling graphic affairs that more than break the monotony.

So, if you're in the market for a high quality strategy quest, this should be the channel you turn to next.

-E. Storm/Keika


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WHAT EVIL LURKS BEHIND THIS DOOR?
THIS IS THE CHEST WHAT DUDE
Let me start off by saying thank you, thank you, thank you to Climax for bringin
out one of the most incredible games I have ever playe
Landstalker is the most intense, hard core action/RPG
have ever dedicated time to. Not only does this gam
require hours upon hours of brain melt on th
seemingly never ending mazes and dungeon
but you must have some pretty quick hand to ey
coordination also (the first jump sequence w
take you at least an hour to get by).
Everything about this game is fantasti
Your character is well animated, a
dreaming of defeating you!
Miro! Sorry--I'm no longer afraid of
garlic! Now, come on!



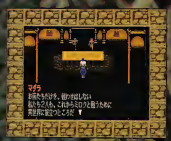
are the gruesome monsters you will have to fight like the skeletons, swordsman, ogres, snakes and poison mushrooms. The fighting is only half the battle though. Not only do you have to save money to buy better weapons, health, etc., but you must talk to everybody in every town over and over and return to towns that you have already been to get hints and items to help you in your quest through the dungeons from hell.

I can't believe some of the dungeons; these things combine impossible jumps, switch blocks, warps, moving platforms and monsters with the longest mazes that I have ever seen. Well, my hand hurts and the pen is dry. Mere words can not describe the joy of playing Landstalker...enjoy (I know you will)!

-Joe D













Yes! Konami, makers of high intensity shooters and action games, has made an RPG (for Japan at least) and it's everything you would expect from Konami.

Madara is one of the most popular comics in Japan. In fact, an 8 bit version was introduced on the Famicom a few years ago. In this story "Hans" (your 17 year old lead character) sets out to rescue his girlfriend, who has been kidnapped and brought to Madara. When you begin your game, although the graphics are incredible, you will inevitably be blown away by the music which is, to say the least, spectacular for cartridge.

The game itself is not standard RPG either, as the overhead "walking around" portions are the most detailed I have ever seen. The characters are heavily animated, as are the landmarks and backgrounds, but perhaps the best thing about Madara is the fighting mode where, although you simply assign commands as in Final Fantasy, your characters animate fluidly and









use the entire screen as they actually run up to the enemy to unleash their fighting or magic attack. There's even an option where you can decide where to place your characters on the screen when the fighting begins. My only complaint with Madara was the unevenness between your characters and the enemies early in the game. Since they are so strong, a lot of time goes to simply raising your HP and MP, something that should become necessary toward an RPG's end. Other than that, this is a first class quest all the way. It has everything a good RPG should and it's all programmed to perfection by Konami. It's a shame this game may never see the light of day in the US, where we are still trying to convince 3rd party companies that RPGs are a viable means of income...the struggle continues.

-E. Storm/Morrey



In Japan, when Square releases an RPG they practically call a national holiday. There's nothing quite like sitting down with a Square game, uninterrupted for a couple of days. Now, with Final Fantasy receiving such high praise here in the states, many US gamers are realizing the value of a good RPG, too. Thankfully, the US division of Square realizes this and just three months after the import release of Legend of Heroes, they will bring us our version: The Secret of Mana. A bit of a surprise from Square (makers of hard core RPGs), SOM is an action/RPG that's easily as heavy on action as Zelda or Landstalker, but at the same time remains an excellent RPG as well, with an excellent story and great character interaction, and of course the beautiful music and Mode 7 that made FF II one of the all-time greatest RPGs. Perhaps the biggest thing that makes this game so special is that it's allows you to play three characters simultaneously. Actually, a friend of two can join in at any time and take over one of the characters, a great new feature.

Each character also has their own purpose in the game, which also leads to non-obvious previously unexplored in the RPG genre. Another great Square game is on the way, look for more coverage over the next few issues of Game Fan...see ya then! Takahiro



In our June preview, we covered the basic storyline and outline of this game, so now I will go more in depth on this beautiful Capcom RPG. As I played Breath of Fire for many days with little sleep, I got into the adventure more and more.

In Breath of Fire, you will be introduced to 8 characters for your quest as they join and leave your party; each unique and different with their own special abilities.

Another impressive feature is the 3/4 view fighting scenes, in which every attack and magic spell is fully animated. BOF is laced with dungeons, each becoming more complex and housing an evil warrior you must confront for "clearage". Then, you must go back and explore towns to find out the clues and stories linked to the dungeon in order to clear an entire event. The music for this quest holds true to the Capcom tradition, such as the SNES's Ghouls & Ghosts and really adds feeling to the game. In my opinion, this is the finest RPG so far for the Super Famicom, beating out even Dragon Quest V and Final Fantasy V. Breath of Fire is a great challenge and one that I fully recommend to those who truly love RPGs. PS., if you play it, see if you can find Chun Li.

-Morrey



The sequel to the popular Silver Saga is now playing in Japan and it's everything a good sequel should be; more of the same, but better.

In part one, the main character was the Prince of the kingdom. This time, the lead is taken by an everyday kid who overhears that the Prince has embarked on a journey to seek out and destroy the monster "Zool" and decides to follow. There are several unique systems in this game. You can buy (hire) up to four mercenaries to aid you or you can find and combine magical statues to give you up to 12 characters in your party. The fight scenes in SS2 are standard issue RPG fare (1st person with status boxes low on screen and no sight of your characters) but are extremely well drawn and colored. The enemies are scarcely animated and you see your thrust, magic, etc.. The music in SS2 is of the classical nature and is among the best in the SF RPG category.

Gamewise, however, SS2 is fairly linear and will most likely be beaten quickly by advanced RPG players, but because of its quality fight scenes and quality orchestral soundtrack, it should not be overlooked.

-E. Storm

The 7th Saga





Enix's 7th Saga is ready to go and set for a September release. Besides being an excellent overhead RPG with a great story, 7th Saga features an excellent new fighting system which first locks on then scales in the scene, presenting your character so that he is facing the enemy in a first person battle. From there, the mechanics are virtually the same as most other such fight scenes, but this effect does add extra drama to the quest. Graphics, control and, of course, music are all excellent Enix quality (as usual). 7th Saga will take the average RPG player around 60 hours to complete, is 12 meg and features battery back-up. With this and Act Raiser 2 both set for '93 release, Enix delivers big time to SNES owners in 2 genres. Look for more 7th Saga following the US release. -E. Storm













Lufia









One of the most important qualities for a good RPG to have is an involved storyline that makes sense and has a purpose, and Lufia delivers with an outstanding storyline (as well as graphics and sound).

You are a descendant of the legendary hero, Maxim and it's your fight now to defeat the Sinistrals; the evil ones. Your girlfriend, Lufia, is by your side helping you through the whole game. The interaction between these two characters is both comic and romantic.

Graphically, the game ranks high. In the field screen, there are clouds floating across the sky and variations of colors are available to make the game look spectacular. The music in Lufia is also excellent. I especially like the title track.





The only drawbacks in Lufia are the fighting scenes, which just don't put me into the fray like other RPGs. The version I played was in English and is translated from the original (Estopolis) very well.

I recommend this RPG to all US players since it is one of the few ready for US release and it's a good RPG for both beginners and masters alike. -Morrey









DRAGON KNIGHT II





Can you imagine an RPG where you fight cute girls? Well, here you go; it's Dragon Knight 2, an RPG filled with beautiful girls. Although DK2 may seem a bit perverted, it actually has all the basic requirements of a good RPG. DK2 consists of 3D dungeons that scroll very smoothly for a PC Engine CD title. In the battle scenes, you fight captive girls and, when you defeat them, their clothes rip off (kind of burst out). You must clear seven dungeons to obtain the seven documents needed to free the girls being held hostage. I had fun with this RPG, due to its uniqueness and above average playability but, hey...remember, I'm a Japanese guy, I like any game I can play while smoking.

-MORREY







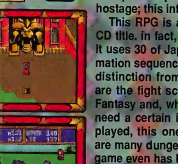


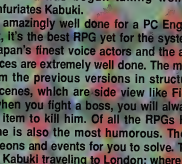






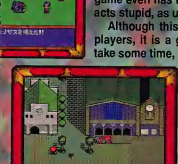


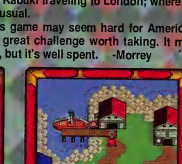






















Kabuki Den is the sequel to the popular PC Engine CD title; Far East of Eden. The game takes place in Japan around the 1700s. Your main character, Kabuki, has great confidence in himself, thinking that all women exist just for him. This time out, he will stand and fight a demon religion that has a plan to conquer Japan and has begun taking women hostage; this infuriates Kabuki.

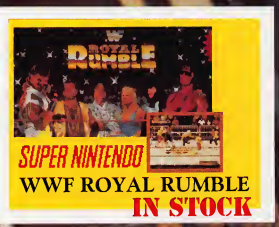
This RPG is amazingly well done for a PC Engine CD title. In fact, it's the best RPG yet for the system. It uses 30 of Japan's finest voice actors and the animation sequences are extremely well done. The main distinction from the previous versions in structure are the fight scenes, which are side view like Final Fantasy and, when you fight a boss, you will always need a certain item to kill him. Of all the RPGs I've played, this one is also the most humorous. There are many dungeons and events for you to solve. The game even has Kabuki traveling to London; where he acts stupid, as usual.

Although this game may seem hard for American players, it is a great challenge worth taking. It may take some time, but it's well spent. -Morrey

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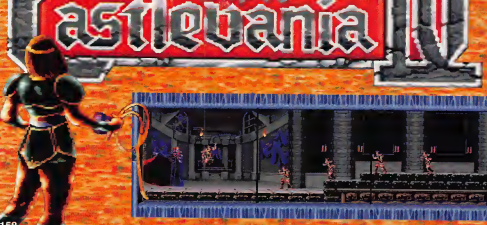






It may seem a little strange to some having Castlevania in the Graveyard being that it is a mainstream title that was hugely successful. Well, the Graveyard is meant to do two things; No. 1, show older games that were good but unpopular or under advertised, and No. 2, let new system owners or new people just entering the realm of gaming know what they must buy to become a true member of our society. O.K., so we made that last one up so we could play Castlevania again. This game has truly stood the test of time so far, as 8 out of 10 gamers surveyed said it was still their favorite action title for the SNES. The other 2 said Mario so we locked 'em up with the Postmeister. He'll either beat them into submission or simply stare at them until they come around. Konami's Castlevania has it all; scaling, rotation, Mode 7, tons of color on screen, superb graphics, re-playability, length and the best soundtrack ever for an action title.

Since it came out, no other game has touched it. So, if you don't have it, go buy it. See you next month when we will be digging up something truly old and decrepit in the Graveyard.



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READERS' SURVEY MOST WANTED/TOP TEN

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How many games do you buy per year? _____
What type of game do you prefer? _____

Please write on a separate sheet what your most wanted/top ten games are.

01-10

QUARTER CRUNCHERS







There are a ton of Street Fighter 2 clones out there, most of them are worth tossing a few bits into then it's back to Capcom's massive money making, quarter crunching monster. Namco's Knuckle Heads is a little different.
The key to Knuckle Heads is its simple play mechanics and ease of control. Up to four players can compete at a time and there are 6 bad ass characters each of whom has four different special attacks. With great background graphics, solid animation and unique game play, Namco looks to have another winner on its hands.











Most animation freaks will tell you that the best robot animation is contained in the Gundam series. In Japan, there has been a series of Gundam games featuring the characters in different gaming activities; from action to role playing to dodge ball and driving.
Now Banpresto has released a Street Fighter 2 style fighting game into Japanese arcades featuring the Gundam characters. In the game there are six different Gundams to choose from; Gundam, Zaku, Gufu, Dom, Zugoc and Gerugugu. All of the characters have different abilities; for example, Gundam can shoot the beam and Vulcan gun and Zugoc has a dashing heat attack similar to Blanka's. This game has tested extremely well in Japanese arcades and may find its way to American shores...we'll keep you posted!









Every Japanese kid knows all about the famous animated series Macross. Now, Banpresto and Gamest Magazine have released Macross 2, their new shooter based on the series, in Japanese arcades.
Macross 2 is a solid, side scrolling shooter with great graphics and control. The attack is fairly straight forward with the requisite shooting and bombing capabilities and power-up system and the game play is very similar to the R-Type series except with a unique twist; if you score more than 10,000 points on any level, you will get unlimited lives for that level.. If you want to play Macross 2, however, it's a one way ticket to Osaka pal.





Anyone who's worth their Pirellis remembers the original Sega arcade racer, Out Run. Released to the arcades in 1986, it became one of the biggest arcade games of all time and has spawned countless other racers over the last 7 years, including its sequel, Turbo Out Run. Now it's 1993 and Sega is back with 32 bit arcade technology and a new game, Out Runners. The speed, scaling and graphics in this game represent the best in arcade technology. Out Runners allows you to choose between 8 different vehicles (including your trusty Testerossa), each with its own strengths and weaknesses, and takes you across a multi-stage road rally that is similar in nature to the original game.
This is really where the comparison ends. Out Runners benefits from technological advances to create a graphically realistic driving environment unlike any other. Keep bugging your local arcade operator, Out Runners will be coming soon and you'll definitely want to take this baby for a test drive!

STREET FIGHTER II

New Challengers









RYU



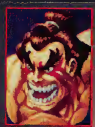
KEN



CHUN LI



GUILE



HONDA



DHALSIM



ZANGIEF



BLA

CAMMY





Born: 1974
Height: 5'4"
Weight: 101 lbs
Blood Type: B
Likes: Cats.
Dislikes: Everything when she's upset.

DEE JAY

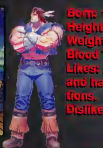




Born: 1965
Height: 6'1"
Weight: 202 lbs
Blood Type: A
Likes: Screaming Dancing and Singing.
Dislikes: Silence.

T. HAWK





Born: 1959
Height: 7'6"
Weight: 224 lbs
Blood Type: O
Likes: Animals and hair decorations.
Dislikes: Lies.

FEI LONG





Born: 1965
Height: 5'8"
Weight: 132 lbs
Blood Type: O
Likes: Kung Fu and self assertion.
Dislikes: Spiritlessness, no emotion and indifference.

These four new characters are every bit as good if not better than the original cast. Cammy moves with nimbleness and finesse like I have never seen but packs deadly moves like the Cannon Spike (a vertical rising attack) and the Spiral Arrow (a Drilling Attack), she alone is reason to use Machine Gun Upper. Wait 'til you see his victory dance. Fei Long is bursting with energy, he's not bloodied, reckless and emotional and he's one bad ass Kung Fu master. Like the others, he is drawn to perfection. He'll work you hard with his Shien-Kyeki (fire kick) and his Sekka Ken (a deadly punch and finally there's Thunder Hawk, an unsociable, yet warm hearted Indian with a great respect for animals. Mess with him though, and you could be the unlucky recipient of the Mexican Typhoon, the Tomahawk Buster or the Condor Dive...be warned!

MEXICO



JAMAICA



FOUR NEW
















GAT VEGA BALROG M. BISON CAMMY DEE JAY T. HAWK FEI LONG





Game Fan is proud to present the exclusive first look at Capcom's all new Super Street Fighter 2. Once every so often in history, something comes along to mark an era. For my parents, the game was Monopoly and the TV show was I Love Lucy. Now for our generation, the game is Street Fighter 2 and our favorite thing to watch on our ultra-high resolution, Dolby Surround Sound big screen family units is either something banked off of a satellite or beamed through a cable, circuit and commercial free. However, when today's youth (youth meaning everyone with a video game system) isn't watching TV, they are most likely playing Capcom's Street Fighter 2. That's the way it's been for over two years. What you're looking at here, Super Street Fighter 2, represents another year of the most fun you can have indoors. What's new? Just about everything! The first thing you see in Super is a huge Ryu, facing you, throbbing. After throwing a fireball at the glass, you get the new title screen, followed by an all new world map. Not only are there four new countries, but each character's profile has been redrawn splendidly. Now, on with the game. First of all, all of the original backgrounds have been redone and look better than ever and the four new countries are phenomenal, pictures alone can not do them justice. The music has also been redone, it's the same tunes but much better. The music is now more orchestrated, making it almost mesmerizing and its In Q Sound! And now presenting T. Hawk, Dee Jay, Fei Long and Cammy, four new characters to master. Seeing these new characters move for the first time, I couldn't believe my eyes. They actually matched the original cast's appeal, something that had to be hard to do as Street Fighter characters are held in the highest regard by all who play it. So, to all that wonder... yes, Super Street Fighter 2 is different enough to warrant the disposal of every quarter the US Mint produces, and the new characters are, well, incredible to say the least.

You can be sure that Game Fan will feature extensive coverage of Super SF2 for many months to come and that it will be the finest and most complete coverage available. Start counting the days, SSF2 hits the arcades this October. See you next month. E. Storm





HONG KONG



ENGLAND



OCATIONS!

QSound chips have been developed by Archer and incorporate Archer's proprietary QSound sound enhancement technology

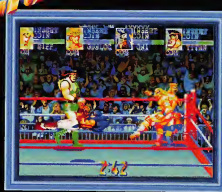
Q SOUND

SATURDAY NIGHT SLAM MASTERS

CAPCOM







"Once I grab ya'...you're going for a ride!" Capcom's first truly new arcade game since Street Fighter 2 is arriving at arcades across the country as we speak. Saturday Night Slam Masters is destined to become the SF2 of wrestling games. This is wrestling in all of its scratch your eyes out, body slammin' glory. Up to 4 players can go at it in a battle royal that allows you to execute all of the standard wrestling moves (pile drivers, back breakers, slams, throws, shake outs, reversals, etc.) and, in addition, the game even tosses in special features like SF2 style combos (as you can see by our handy dandy strategy guide) and the ability to pick up objects tossed into the ring and use them against your opponents.

There is really no new arcade technology introduced in Slam Masters, other than some good digitized voice and



MIKE HAGGER "THE UNCIVIL SERVANT"

Home Town: New York, NY
Special Attack: *Spinning Clothes Line*
Press Attack + Jump
Super Slam Technique: *Spinning Pile Driver*
Grab then Joystick 360° + Attack&Jump
Profile: Former Mayor of Metro City, he likes to pound punks.



BIFF SLAMKOVICH "THE ROCKIN RUSKIE"

Home Town: Kiev, Russia
Special Attack: *Sonic Fist*
Rapidly press Attack
Super Slam Technique: *Gut Crush*
(Face Right) Grab then Up, Diag. Up Forward, Forward + Attack.
Profile: Likes American Heavy Metal











ALEXANDER "THE GRATER"

Home Town: Kentucky, USA
Special Attack: *Patty Cake Slap*
Rapidly press Attack
Super Slam Technique: *Tornado Toss*
(Face Right) Grab then Up Forward, Up + Attack.
Profile: Butcher by day, "Grater by night!"



THE GREAT OH!

Home Town: Osaka, Japan
Special Attack: *Cyclone Kick*
Press Attack + Jump
Super Slam Technique: *Neck Wrecker*
Grab then Joystick 360° + Attack&Jump
Profile: Couldn't cut it in Kabuki ... so he took up wrestling.











KING RASTA "MON"

Home Town: Venice Beach, CA
Special Attack: *Jungle Fever*
Rapidly press Attack
Super Slam Technique: *Dread Lock Drop*
(Face Right) Grab then Up, Down+Attack
Profile: Freaks out if you mess with his monkey



GUNLOC "THE LOOSE CANNON"

Home Town: Slam Town, USA
Special Attack: *Sonic Fist*
Rapidly press Attack
Super Slam Technique: *Gut Crush*
(Face Right) Grab then Up, Diag. Up Forward, Forward + Attack.
Profile: Rumored to be related to a Street Fighter



THE SCORPION

Home Town: Unknown
Special Attack: *Slam Stand*
????
Super Slam Technique: *Death Spiral*
????
Profile: Scorpion intimidates opponents with his deadly aura.



EL STINGRAY "THE HEART BREAKER"

Home Town: Acapulco, Mexico
Special Attack: *Jalapeno Comet*
(Face Right) Down, Diag. Forward Down, Forward + Attack
Super Slam Technique: *Atomic Diver*
(Face Right) Grab then Forward, Down, Diag Foward Down.
Profile: Super Macho Ladies' Man





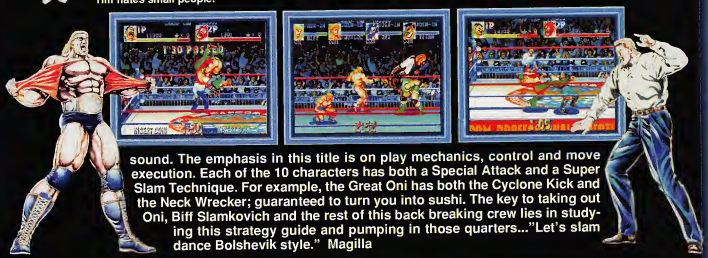
TITANIC TIM "THE BATTLE AXE"

Home Town: London, England
Special Attack: *Tsunami*
Back, Back Diag. Down, Down, Forward Diag. Down, Forward & Attack
Super Slam Technique: *Titan Breaker*
(Face Right) Grab then Back Diag. Down, Down, up + Attack.
Profile: Often mistaken for a big Disco reject, Tim hates small people.



JUMBO "FLAP" JACK

Home Town: Hoseville, Canada
Special Attack: *Pancake Poison*
Back, Back Diag. Down, Down, Forward Diag. Down, Forward & Attack
Super Slam Technique: *Big Belly Swing*
(Face Right) Grab then Up, Back, Forward + Attack
Profile: Former Lumber Jack, holds World Pancake Eating Record



sound. The emphasis in this title is on play mechanics, control and move execution. Each of the 10 characters has both a Special Attack and a Super Slam Technique. For example, the Great Oni has both the Cyclone Kick and the Neck Wrecker; guaranteed to turn you into sushi. The key to taking out Oni, Biff Slamkovich and the rest of this back breaking crew lies in studying this strategy guide and pumping in those quarters..."Let's slam dance Bolshevik style." Magilla



Warning; Other Stuff contains information and graphics that may cause excitability in certain people. If you experi ence any of the following symptoms while reading; altered vision, excessive drool or nose goblins, twitches or the sud den urge to hurl immediately read on!...it'll pass. So, here's what's new in the gaming world this month, or at least the most important stuff.

In Sega News ...

There's been a lot of talk about Sega's upcoming 32 bit system, here's the scoop. The project name is Saturn, whethe or not the system will be called the same is unknown...probably not. The release (for Japan at least) is September November '94. Sega could let it rip earlier (it's rumored to be complete) but won't because of price. Sega isn't interested in marketing any system over $500 and can't get the unit out at that price just yet. The developers will also need a yea or so with the new hardware, so for once we'll have a good library of games at the system's launch. In the meantime we'll have to be content with our Sega CDs, which is fine by me. I just got finished playing a little Silpheed and it's freak ing awesome. Also just around the corner (hopefully) are Rebel Assault, Lethal Enforcers, Microcosm, the revamped Dracula, Journey to The Center of The Earth (a working title), which looks awesome, Aliens, Last Action Hero (which uses Silicon graphics in a 3/4 perspective), Cliffhanger, World Series Baseball, Walsh Football, Montana CD, Dragon's Lair, Stellar Fire, AX-101, Dream House, Sengoku, Heimdall, F1 Grand Prix, Ground Zero Texas, Racing Aces, Mad Dog McCree, Spiderman, AH-3 Firehawk, Terminator, Lunar (US release), Jurassic Park, Video Boxing, Mortal Kombat, Super Battletank 2, Battletech and, of course, this year's crowning jewel; Sonic CD and that's just what we know about, many projects for '94 have already been started, so the Sega CD is in for a good year. Did you notice the word revamped for Dracula CD? I am happy to report that Sony/Psygnosis has had the good sense to delay the game for another month or so in order to make some much needed improvements (like everything but the background). So, look for Dracula to be an excellent game, good call. We've also heard that Core, makers of such splendor as Wonderdog, Son of Chuck, AH-3 Firehawk and Heimdall, has a new CD title under development that is really going to knock your socks off, so keep your feet clean. Over in Japan, word is that Enix may become a Sega 3rd party, Act Raiser CD? I wish, but it does make sense. Also going into development is Lunar 2 by Gamearts. After pushing the CD to its limits with Silpheed, can you imagine what they'll do with this already great RPG? We're still waiting for screen shots of Sega's recent (and most spectacular) coin-op driver, Out Runners and, as of August 9, no format has been announced. CD? DSP? Either would be fine. I've noticed a lot of mail over at the Postmeister's office (what a mess) about a supposed Street Fighter CD. Don't hold your breath though, if it is to be, it's gonna be a while. We heard it may be at the January CES...maybe. For now, you'll have to be content with Mortal on CD and believe me, if you're into MK, you will be! While we're on the sub ject of Sega, has anyone seen those cool Sonic RC cars at Toys 'R Us? They're pretty cool, Sonic can drive your dog HAM (hold and modify). No word yet on on the first game to use this new technique, but I'm pretty sure you'll know when you see it. European developers sure have been on a roll lately; Core, Probe, Software Creations, Psygnosis and Rare, the new frontier!

And In Nintendo News ...

And what about the sleeping giant...Nintendo? The latest word on a CD drive is 1995 but, with the upcoming upgrade we talked about last month, does it matter? Wait until you hear the music and singing in Clay Fighter. It had me lookin' for a CD drive. Meanwhile, FX Trax is undergoing major surgery, it's up to 16 meg and has new graphics but will most likely be an early '94 release. In the meantime though, there are a few new projects in the works. Konami is readying Lethal Enforcers and a new Twin Bee action game. Taito has announced an all new version of Ninja Warriors with 3 char acters to choose from and 2 player simultaneous play and, of course, Nintendo has another SFX game in development, but they're not talking...yet. Meanwhile, Nosferatu, Super Metroid, Mega-Man X, Ninja Gaiden and Act Raiser 2 are big titles lurking in the near future, but near enough? Will Mario Collection carry Nintendo through the holiday season? How's this for a rumor (and so far this is just a rumor)? We have heard from more than one source that Nintendo may acquire Atari! Think about it. The Lynx becomes the Color Game Boy and Jaguar would become Nintendo's long awaited new cart./CD-ROM console. Even the suggested retail is right where Nintendo wants it at $199. Could you imagine Capcom or Konami programming on the Lynx, or better yet a 64 bit power monger like the Jaguar. You know, some rumors are true and some are not. My guess is this one is not, but you never know.

And What About Atari?.

In actual Jaguar news, game development is well under way. Although no official announcement has been made as to

w many third parties will develop software, there have been sightings of Cisco Heat, Tempest, an F1 Racing game and first person flying/combat sim.. With the low price point and the high level of technology, I would expect to see excelnt support for Atari's new hardware. By the way, Cisco Heat is exact. We will be attending an Atarl press conference in ugust, so we will give you all the details next issue.

While we're on the subject of super systems, the 3DO is on schedule and the rumors of a lower price continue to circulate. By next issue, our 3DO section should be actual in-house layouts, so look for mega pages on what is shaping up be the hot system for '94 and beyond. Let's not forget about the Neo Geo though. Samurai Showdown is amazing and st around the corner are Top Hunter (yeah! an action game) Fatal Fury Special, Art of Fighting 2, Magician Lord 2 and lk of a Geo version of Chrystalis continues to linger. SNK is also rumored to be working on a Sonic/Mario type game lled Reactor. Top Hunter is an over 100 meg (well over) action game similar to Bionic Commando and Contra and is id to be the best action game to date on the Geo. Fatal Fury Special features 15 characters to choose from; from both F1 and FF2, and is also over 100 meg. Fatal Fury Special is set for October release while the other games mentioned e simply coming before the close of '93. No actual dates are set, bottom line, if you're into fighting games, this should e your system of choice.

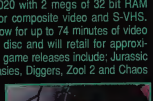
Now, for those of you that have held on to your Turbo CDs and Duos, there is some good news for you. The 16 meg ograde card (arcade card) is scheduled for a December release in Japan, along with Fatal Fury 2 CD. Also scheduled r early '94 are World Heroes 2 and Art of Fighting. Other games in the works include Knuckle Heads, SF2 Turbo, arriors of Fate and Fighter's History. Konami's new fighter, Martial Champions, is also scheduled for a December lease (for Super CD) and Castlevania (also Super CD) is set for October 29. And don't forget Y's IV, The Dawn of Y's is so coming in December. Although the US market continue to sputter like so many Mario carts, the PC Engine remains popular and competitive system in Japan (ahhh, compatibility). Meanwhile, project Tatsujin, Hudson's 32 bit machine, set to appear in Japan in March of '94 and could come out here around the same time.

The big news in the arcades these days is of course Street Fighter 2 and Mortal Kombat 2. MK2 will feature 14 characrs (including the original 7) and you will now get to control reptile Goro and Shang Tsung. According to our source, he new character has knives coming out of his body, pin head style and Lu Kang can now turn into a dragon and bite ou in half. I bet the censors will have fun with that one. Button configuration will remain the same. Finally, there is yet nother new system (we mentioned it in Issue #7), Commodore's Amiga CD 32. Although no US release date has been lanned, the system stands ready and has European gamers all excited. For a look at the spec's., see pictures below. Has anyone seen the US version of the SF2 toys yet? Oh my, what happened? Ken looks like Neanderthal Man, Sagat oks like he's undergoing Chemotherapy, Chun Li is now Italian, Ryu looks like William DeFoe, Zangief sports the nthony Hopkins look, Dhalism looks like he hasn't eaten in a month and Bison looks like Herman Munster and how bout Honda? A Japanese sumo named Edmund?? Hey Guile, how's your Sonic Boom tank runnin'?! The sooner these it K-Mart, the better.

Well, that's it for this month or at least until tomorrow. *See ya next issue.*



The Amiga CD 32 debuted in Europe last month. Here are the spec's: the system is powered by a 32 bit, 14 Mhz 68EC020 with 2 megs of 32 bit RAM and has outputs for composite video and S-VHS. The system will allow for up to 74 minutes of video and audio on one disc and will retail for approximately $400. Initial game releases include; Jurassic Park, Pinball Fantasies, Diggers, Zool 2 and Chaos Engine. Some of Europe's top developers are involved in the project. Look for more info. on this new system in a future issue.







JAL has recently installed the "Mega Jet" which allows you to rent and play Mega Drive games while you fly. Will a similar system fly domestic? It's the only way to fly.



August 18, Kid Fantastic will attend a press only, top secret Atari press conference and promises to bring back lots of screen shots. So, If you don't see anything in our next issue, you can pummel KF yourself.



How good should a game be to warrant dropping 1,400 dollars (Laseractive $899, expansion port $299) on a CD/game system?Find out next month when we review Pyramid Patrol. This mega bucks, state of the art laserdisc player allows you to play Mega Drive, PC Engine and Laseractive games, for an additional fee, of course. With the added expansion ports (MD version shown) for $1400, it better cook, vacuum, do dishes and...













Back in July of '91, Konami's Goeman came out in Japan and became an instant hit. Sometime later it appeared here as Legend of Mystical Ninja and, although it wasn't as well received, many gamers loved it, including us. Here is Goemon 2, which now features 3 characters to choose from and all new 3D boss scenes with a cockpit perspective, where you pilot the 'Goemon Impact' vehicle. Goemon Z is set for December release.

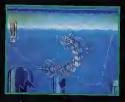








Mega Man continues to look fantastic and is still scheduled for a pre-Christmas release. We'll bring you a preview of this much anticipated title in an issue coming soon.







Here are just a few of the titles scheduled to appear at the Nintendo show in Japan this August. Titles shown include; Ninja Warriors 2, Brain Road by Enix, Joe and Mac 3, Super Twin Bee (action), Shien (1st person 3D) and Shadow Stalker. Kei will be there to bring you all the highlights.













Working Designs is currently translating Vay as well as Lunar for release on the Sega CD. Lunar is set for a '93 release and Vay should follow shortly after. RPG players are finally getting some support.







The PC Engine CD is set for its best year ever. With a new 16 meg upgrade and a great, late '93-early '94 lineup, including: Y's IV, Dracula X, Fatal Fury 2, World Heroes 2, Knuckle Heads, Martial Champions and The Art of Fighting.Then its time for the big 32.











Can it be? Yes it's an all new Neo Geo action game! Miracle Adventure by Data East. We got this shot just before press time so we don't know the particulars, but we'll find out the whole scoop and give you a full report next month.

CONGO'S CAPER™

IT'S AN EVOLUTION REVOLUTION!









Joe & Mac's country cousin comes to the Super Nintendo!

If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!

Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA 95125

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Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

DATA EAST

THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Postmeister,

I am a 28 year old college graduate. I have never written a letter to any of the game magazines until now. But, I am fed up with how the industry treats gamers. When I first bought my Nintendo several years ago, I had no idea there was such a thing as a bad game. I honestly though it was me until I started buying game magazines when they started to arrive in bookstores. I could not believe a game company did not work out the kinks in a game before putting it on the market.

Today, game companies continue to push out the same product. What I want to know is where are all of the RPGs and military strategy games? I am tired of Mario and his clones. How about something new and infinitely different? When I see the same thing over and over again, I feel like getting a new hobby.

William Frazier
Whiteriver, AZ

Hey Willy,

It is odd, isn't it? Think about it, you're a licensee and you're about to hire a development team to make a game, so you get some hard core gamers together to look at your idea. They grovel and tweak and give it back... "Make this." If you don't develop in house, you go hire a team. First question; "What have you done previously?" Look at that, give it to some gamers. They say "these guys are ok", so you invest a ton of money in development, advertising, etc.. Then, every week during development, you send in your pros to ok the progress. Finish it, submit it, tweak it, send it to the mags for some hype, run some ads then sit back and wait for the profits...no worries! I'm the Postmeister and I can figure that one out.

Now, here's what really happens (at bad companies). The President says; "get me a movie title or a cartoon character." Then the marketing guy says "ok". He then goes out and finds either an old tired cartoon character or a potato chip guy..."How's this boss?"... "Just fine Wally, how many bags of chips does this guy sell a year?"..."About 1,000,000 sir."..."Great, get it made fast and cheap, but put it in a good box and run lots of ads."..."Oh, and don't send it to Game Fan, tell them it's top secret." Then, 6 months later you get it for your birthday. "Well honey, the guy at the toy store said this is a great game." (he's buried in 'em) and there you go! As for RPGs and strategy games, most of them don't sport familiar names and developing a good one would actually take some time and cost considerable money, most companies avoid them not knowing of the many thousands of gamers who are dying for a good RPG. In fact William, when you find out who the decision makers are and who really pulls the strings inside much of the industry. It is downright scary (few gamers can be found) many of them go by those postcards that fall out of games and "Focus Groups" made up of kids aged 8-12, no kidding. It's amazing the amount of good product that does make it to market. Thank God for Europe, Japan and the few American development houses that simply won't make a bad game. Whoa! did I go off on that one or what! I must be crazy!!

Dear Postmeister,

The coverage in Game Fan was awesome in #9 and easily equals two issues of any of those other mag's. However, there are some things no one covers and being the professionals you are, I am turning to you. It's been about 11 months since last summer's CES, when Sega promised us so many Sega CDs that are still nowhere to be found. I know these things take time but for titles like T2 The Arcade Game and Super Star Wars that are out on cart. Now, how much longer until the CD version, if ever? Are we Sega CD fans holding out for nothing? I need an update! Somebody's gotta know. Also, when is Golden Axe 3 coming? Will Mazin Saga come to the US and what will be the name? Will Allen CD be different from the cartridge versions? And finally, aren't you sick of Street Fighter 3 letters, which you'll get more and more of over the next 12 months, until the game becomes reality?

Wes Keaton
Evanston, IL

PS: get a nose!

Dear Wez...Wez?

As with any new system, the initial flow of games is slow; programmers need time to figure out what makes them tick, but be patient, the Sega CD is about to surprise a lot of people with some truly remarkable games (for a list, check out Other Stuff). Meanwhile, Sega's previously announced Star Wars CD is nowhere to be found (it may have been scrapped) but JVC is readying Rebel Assault, which is looking very promising. T2 is not on anyone's schedule. As for Golden Axe 3, well, take my word for it, you don't want it! I don't know what happened, but it is so bad that, after actually playing it, we wouldn't even give it a page. I would run over it with my postal truck but I might pop a tire, avoid it like the plague. As for Mazin Saga (a good game), it has been picked up by Vic Tokai and should be out in September. Aliens CD looks unreal! I saw major scaling at the CES on a demo screen! It is all new for CD... no date yet though. Finally, we could never get too many Street Fighter letters. We play SF2TE literally everyday between layouts, Super looks amazing and three will no doubt, once again, set new standards...They should have the "Spinning Postal Kick" and "Disgruntled" moves in that one though...don't you think?

PS: I don't want a nose, then I'd smell the bad game depository, it's next door to my luxury dungeon pad.

Dear Postmeister,

n your July issue, someone named Magilla
sked if anyone knows about the guy who
loes the voices on the Neo Geo games.
Well, any loyal and veteran Neo Geo play-
r (far and few) can tell you his name is
Michael Beard. While I don't know his day
ob, I do know that all he does on that SNK
eam is speak into a microphone. There
s also a Japanese guy that does voices
or one of the other SNK teams. His voice
an be heard on World Heroes 1 or 2.

Wolff King Morrow
Willows, CA

Dear Wolff,

Take your choice:

A. I can't believe you knew that...get a life.

B. Hey! Wolff King Morrow...if you're not Michael Beard, I'm not crazy... Wolff King, ya right! and I'm Cliff Clavin.

C. What? The guy can't get a real job?

D. That's funny, another guy wrote in and said his name was Wolff King Morrow.

Dear Postmeister,

Die Hard Game Fan started out as just another mag., but in under a year, your magazine has become the magazine for video gamers everywhere. Congratulations, thanks and keep up the awesome work. Now, to my question.

When is Atari going to release its new 64 bit video game machine, the Jaguar? Also, if the rumor about its price is true (under $200), Atari may actually give Nintendo, Sega and 3DO a run for their money. Finally, what games will be available upon its release?

Joseph Stepsis
Seaford, DE

Dear Postmeister,

I would like to start off by saying, in addition to being the best mag., you are the only magazine I trust, that is why I turn to you Postmeister. Okay, I heard from another magazine that Atari will unveil the Jaguar after the July CES. It is said to be a 64 bit system, under $300 (this I am most skeptical about) and can out do 3DO. This seems highly impossible, it goes against all I've seen and heard! Please shed some light on this!

David Norvelle
The Dumfounded Gamer
Tallahassee, FL

Dear 64 bit gamers,

Believe it! The Jaguar is not only real, but real good. In fact, most of the programmers we have spoken with are very impressed and looking forward to getting their hands on a development system. If Atari focuses on quality control and gets the marketing down, look for this machine to be right up there with the big boys. Of course (as with any new system), it will take some time before a good selection of games using the machine's full potential will become available, but at $199 you absolutely can not go wrong. My advice would be to buy one. The IBM bond is a good one and this industry is wide open. The Jaguar will most assuredly have support. For more info., check out Other Stuff.

(Note: The Jaguar will be test marketed in New York and San Francisco this November and will be available nationwide 1st quarter of '94)

Dear Postmeister,

Okay, here's my question for you. Is Phantasy Star IV going to be coming out here in America at the same time it does in Japan? Also, I read somewhere that PS IV was supposed to be out by December, Is this true? Also, are we going to see any RPGs for the Sega CD soon (in the next few months like; Lunar, Fhey Area, Dark Wizard or 3 x 3 Eyes). Last but not least, what's happening with the Super NES 32 bit CD system?

Your Friend,
Chad Tree

Dear Chad Tree,

Tree? Jeez I'm getting a lot of weird names this month. At this time, Nintendo is not interested in CD development. They don't think that CD technology has come far enough to make it a superior format. They are instead working on new technology to get more out of their current and more affordable Super NES. Whatever, they sure took us on a ride with all of that Sony and Phillips talk though, didn't they? Why I oughta...

PS IV, (which is now being beefed up to 24 meg) will be out in Japan this December, but the real good news is that SOA has already started translating it for us and it should be out soon after (it's a miracle). You want some more good news? OK, Working Designs is almost finished translating Lunar (and man is it good, the graphics...that music...da, da, da, la, la...oh, sorry) and word is they're also working on Vay (another new Mega CD RPG), so they're busy and I'm happy. As for 3 x 3, well we just got it and man it's gory, we're talkin' major evil stuff and carnage galore. I believe the mom squads and social misfit politicians (you know these were the guys you pinned in the corner and nuggied in high school getting their revenge) would go into some kind of ED-209 seizure if that one came out. Hey, what do you think would happen if all us gamers loaded up our handhelds and met on the White House lawn?...We'd make the news!! We'll take my truck! Ok, ok the guys say I gotta get down below, no word on Dark Wizard or Fhey Area yet, hey maybe the censors got a hold of 'em! Ok, ok I'm going, hey! Le me go, hey...see ya next moonth...

To drop me a line directly to my dungeon pad, just write to the Postmeister:

6400 Independence Ave.
Woodland Hills, Ca 91367



THE SCHEDULE
SEPTEMBER 1993

GENESIS

Radio Drivin	Dev.	Tengen
Addams Family	Act.	Fly Edge
Dustin' Desparados	Act.	Data East
Gauntlet 4	Act.	Tengen
Rock On' 3	Act.	Fly Edge
World Cup Soccer	Spt.	Fly Edge
WWF Royal Rumble	Spt.	Fly Edge
Rocket Knight Adv.	Act.	Konami
Dinos For Hire	Act.	Sega
Ranger X	Act.	Sega
Shinobi 3	Act.	Sega
Mortal Kombat	Ftg.	Acclaim
Bart's Nightmare	Act.	Fly Edge
Spiderman/Xmen	Act.	Fly Edge
Son of Chuck	Act.	Virgin
SF2' Special Champ Ftg.		Capcom
Haunting	Act.	EA
Super Bb 2020	Spt.	EA
NHL Hockey	Spt.	EA

SEGA CD

AH-3 Firehawk	Str.	JVC
Indiana Jones	Act.	Sega
INXS	Stn.	Sega
Monkey Island	RPG	JVC

SUPER NES

Lock On	Sim.	Vic Tokai
Rock & Roll Racing	Drv.	Interplay
Mortal Kombat	Ftg.	Acclaim
Legends of Ring	Spt.	Electro
Cool Spot	Act.	Virgin
Jurassic Park	Act.	Ocean
Lamborginhi Chall	Drv.	Titus
Ren-N-Stimpy	Act.	THQ
Super Off Road Baja	Drv.	Tradewest
Thomas Talk Engine	Act.	THQ
Toddler's	Pzl	Seika
Zombies Ate Neigh.	Act.	Konami
False Prophet	RPG	FCI
P.T.O.	Sim.	Koei
Turf E Nutt	Sim.	Jaleco
Drop	Act.	Jaleco
Great Hull Hockey	Spt.	Accolade
Battle Cars	Drv.	Namco
Champ Soccer	Act.	Acclaim
Tak the Cat	Act.	Ocean
Family Feud	Pzl.	Gametek
Genghis Khan 2	RPG	Koei
Super Logic Bomb	Act.	Jaleco
Ninja Magic 3	RPG	FCI

NEO GEO

Super Fatal Fury	Ftg.	SNK
Top Hunter (TBA)	Prv.	SNK

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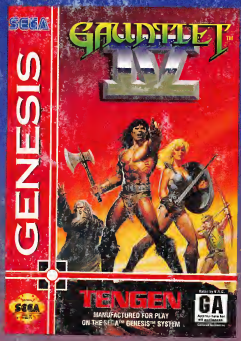
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